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# INQUEST

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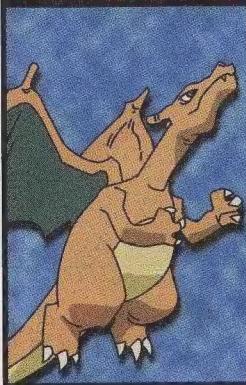
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THE GREATEST SCI-FI CHARACTER EVER?

PLUS



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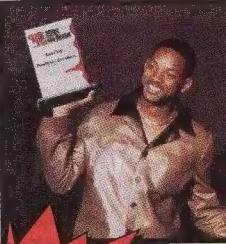
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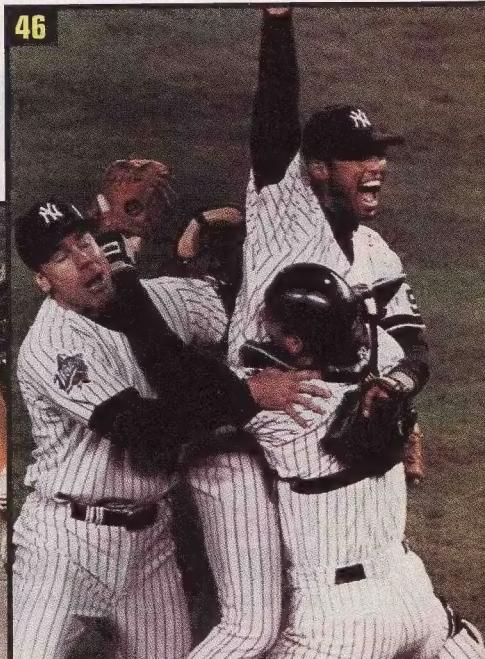
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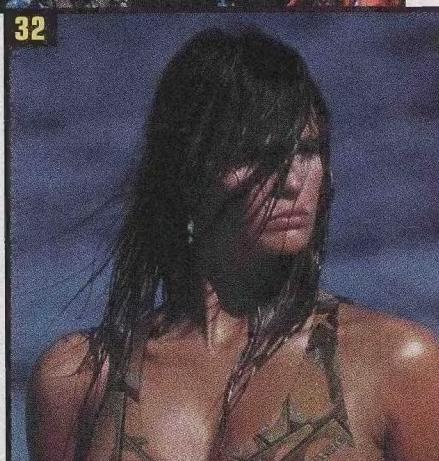
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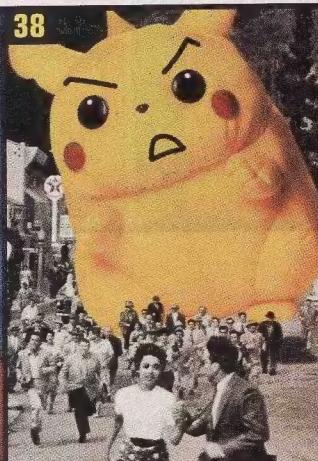
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# DOUBLE DEALING



**HOWLER** New dogs with old tricks.

**Skulking Fugitive.** Wasn't Harrison Ford great as a convict on the run with Tommy Lee Jones on his tail? "The Fugitive" was nonstop, pedal-to-the-metal action.

**Verdict: Thumbs Up.** What? I'm talking about the movie instead of the card? So what. It beats blabbering on about a Tar Pit Warrior knock-off that lasts about as long as a cat near a White Castle grill.

**Fountain Of Cho.** Shouldn't a "fountain" be an artifact? Not so with this storage-counter land that should be stored in your counter. Any land that takes me three turns to use equals garbage dump.

**Verdict: Cho Mamma.** I played my storage-counter lands in *Fallen Empires* as much as I fondle my box of leftover thallids. Wait a second... You know what I mean.

**Moment Of Silence.** This Festival look-alike forces a player to skip his combat phase. Granted, this might be useful for a turn and work like a glorified white Fog; however, odds are your opponent will clock you just as hard the following turn.

**Verdict: Silence It Forever.** If I wanted an awkward moment of silence, I'd ask that cute girl at Taco Bell for a date.

**Misshapen Fiend.** Name a black 1/1 that flies and costs two mana. A Bozo button and cardboard cookie to everyone who answered Bog Fiend!

**Verdict: Yawn.** Well, they got one thing right: There's a fiend at work somewhere.

**Drake Hatchling.** What's the difference between this and *Mirage*'s Azimaet Drake? Answer: About three years.

**Verdict: Guilty.** Somebody should be hung. Or is that hanged? How about both?

**Wild Jhoval.** Aaaaaahhhh! We didn't miss ya when you were Tor Giant or even before that, Hill Giant.

**Verdict: Where's my Doomtown deck?**

Mike Searle  
Cranky Ol' Editor

## masthead

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**WHAT WE GOT FOR THE HOLIDAYS** A Juven Djinn fruit cake and a renewal on our staff subscriptions to *InQuest Gamer*.

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## TIGHT LEDERHOSEN... INDECENT EXPOSURE... BUTTWEASEL SIGHTINGS...

*It's here. The year double zero. To mark this historic occasion I asked my closest friends to guest host this edition of InQuisition: Satan, Shakespeare and Albert Einstein... but they all turned me down. Satan said I had nothing he wanted. Einstein said I'm too stupid. Shakespeare said a bunch of crap I couldn't understand.*

*The only guest "star" I could get is Fluffy Bunny. So without further introduction, here is Fluffy Bunny, the bunny that can play Magic and drive a car—though preferably not at the same time. Hop to it, buck-toothed one.*

*Hiya kids, I'm Fluffy Bunny, the bunny that can drive a car—and I know Magic.*

### POKÉFIRE

Take a second look at everybody's darling: the *Pokémon* CCG. You play creatures that beat the hell out of your opponents' monsters. You don't care about casting cost. The first to knock out six wins. Way cool, eh? Well, I don't want to scare you, but one other game has already done that. Think back... Where else did you have monsters for free and six victories equaled the first-place Moon Pie™. God save us, it was—gulp—*Spellfire*.

I think we are lost! Good luck to you and thanks for all the fish.

Thomas Drechsel  
Bayreuth, Germany

*I didn't send any fish. Sounds like Mr. Drechsel's lederhosen are on too tight—a common problem for Germans. But he brings up a serious point: Did WotC dupe us all by selling repackaged Spellfire? What do you think Fluffy?*

*I like German cars. I once drove a Volkswagen Rabbit. You should have seen me—a rabbit driving a Rabbit. Crashed it right into a tree. I'm not a good driver.*

### STEVE THE SPARTAN

I need your help! I've been searching far and wide for a specific RPG ever since I heard of its existence about a year ago. It's called *The End*. It's a game about the end of the world, Biblical apocalypse-style. Only, as far as I can tell, it's out of print, and nobody at any of the stores I've gone to can order it, or even find

### PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to [IPenPals@aol.com](mailto:IPenPals@aol.com) or mail it to us at: I.Q. Pen Pals,  
c/o InQuest Gamer, 151 Wells Ave.,  
Congers, NY 10920.

mention of it, let alone ever heard of it. I know it exists. Can you help me track it down? I would be willing to compensate the finder with thousands of jelly beans and/or Goobers.

Steve the Spartan  
via e-mail

*Once, while driving a Ford Mustang, I hit a cow. How ironic, I thought. Me, Fluffy Bunny, hitting a moo-moo while driving a car named after a horse. It made me feel sad.*

*Lay off the driving stories already furball, a gamer needs help here. I did some digging in our RPG vault and found a copy of "The End." It was published in 1995 by Scapegoat Games (1005 Dearborn Ave., Aurora, Illinois 60505) and featured a cover by Richard Kane-Ferguson of Dakkon Blackblade fame. It's long out of print by now. If you can't find a copy but want something in a similar vein, check out Hellspawn at [www.hypercult.com](http://www.hypercult.com).*

*You're welcome, Steve, and since I already work with enough Goobers, I'll take the jelly beans. I may even copy you and start calling myself "Tom the Trojan." On second thought, maybe not.*

### GIRL CATAPULT

You're wrong about birds not being able to crap on command ("InQuisition," IQG #53). Once I scared a little bird—I was a mean old b\*\*\*h then—and it flew away. It zipped past me, and I felt a little

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# Kitty Letter

the **LETTER**  
**of the MONTH**  
as chosen by  
**COW NOSE,**  
the 50-pound cat

The world is taking a turn for the worse. Wizards of the Coast (WotC) is making expansions too fast. This will ruin the quality of *InQuest* by expanding the price and players guides to take up most of the room. The magazine will be forced to add extra pages and buy more hobbit snot. That means higher prices and more interns to blow the hobbit's noses.

This eventually drives *InQuest* out of business. Without an accurate price guide, first the card market, then the stock market, will crash. WotC might then dump more cards on the market, causing their prices to plummet and driving them out of business. Players will then spend big bucks on the remaining cards, which will become a status item.

Finally, people too broke to pay for utilities will be forced to burn *Magic* cards, without knowing their actual value. The first day of winter, millions of cards could be incinerated. The gases released from the burning cards cloud the earth, causing a nuclear winter-like effect.

All because WotC ruined a perfectly good game.

Sam Aites  
Seneca, Penn.

**Please note that the staff is always looking for interns who know their way around a hobbit's nose. Being a staff nose-blower is messy work but you never have to worry about going home with dry skin.**

**And remember, even though tough times may be ahead, there will always be Pokémon.**

impact on my shoulder. Only later did I realize that I had a doo-doo bomb on my shirt collar that just barely missed my crap-allergic flesh. I've learned my lesson and carry around a slingshot and some spitwads made of chewed up *Rage* cards—mmm... minty—pretending I'm a Grapeshot Catapult.

Dera Five  
via e-mail

**Momma Bunny never gave me much advice, but she did say stay away from girls who pretend to be catapults. Grapeshot or otherwise.**

### TOO MUCH BABE

I have some feedback about the cover to recent issue #54, with the pirate babe. On the one hand, this continues *InQuest*'s tradition of covers depicting females that are related to gaming, yet very attractive. The pirate setting is neat, and the dragon-as-a-parrot is very cool. However, I think the "attractive" part is pushing it a little. I think you may have crossed the thin line of good taste. The female might as well not be wearing anything considering the way she is depicted, and I think that's pushing it when it comes to decency standards. It's not just me either, my brothers also found the cover tacky. My girlfriend, who also plays *Magic*, would certainly look on it critically.

Steven Noto  
via e-mail

**I think Steven's just whipped.**

**Yea. He's why we're doing all those Pokémon covers.**

### DEAD FLOPPER

A few days ago, my friends and I were playing a game of Emperor *Magic*. Then, the commander to my right entered a coughing fit and fell from his chair, dead. My opponents said that since he died, they could now attack me. I argued, however, that just because he died didn't mean the wizard he was playing died and that I, as his emperor, should be allowed to play for him as well as myself. The arguments got nastier, and in the end, we decided to call an

ambulance and quit the game, making it a draw. But now, I'm still wondering who was right? Perhaps you guys can find the answer somewhere.

N. van Hethof  
via e-mail

**Umm... It depends on whether he tapped his Force pool to generate an Imperial Favor on his bench.**

**That makes no sense. I thought you could play Magic!**

**I lied about that. But it's friggin' amazing that I can drive a car. Look at my legs for cryin' out-loud! Now, put that knife away.**

### YOUR MOMMA WAS A HAMSTER AND...

You better not make any more fun of hamsters or mine may just have to go bite you on the ass and take you out in a wrestling match. He's very heavy and fat, so I'd watch out if I were you.

Aaron H.  
Co-written by Petunia the Hamster  
via E-mail

P.S. My hamster threatened to eat my Halloween candy if I didn't write this.

**There's nothing in my contract about answering letters from hamsters. I hate hamsters. Who needs a pet that only comes out at night when no one's watching. And what do they do for fun? They run around on their dorky little wheels and play their silly hamster games. If you want a real pet, get a rabbit. They rule.**

**Yea, and when you get sick of them, they make a good meal rather than just a small appetizer.**

### DOOSH, DOOSH, BABY

I have a friend who, whenever beating me in Super Smash Brothers, computer online games or CCGs, has an annoying tendency to yell out the word "doosh." I had no idea what this meant, so I took

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# The IQ Files

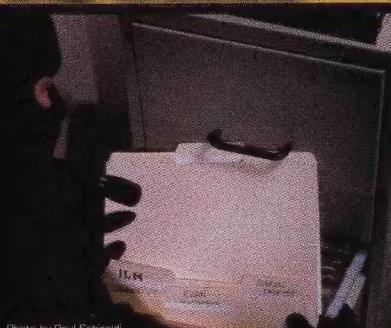


Photo by Paul Schiraldi.

## UNEARTHING LIFE'S BIGGEST MYSTERIES

- Do cats, Cow Nose for example, have belly buttons?

—Marco Pironi

*I felt-up InQuest's mascot for a good half hour—a 50 pound cat has a lot of belly—and found no button. But science tells us otherwise. Nearly all mammals, including dogs, cats and even lions, have navels where an umbilical cord was once attached. They don't look like yours and mine though, they resemble long, thin scars. On a cat you can find 'em just to the side of its rib cage.*

- How do the "star dates" in "Star Trek" match up with our calendar?

—T. Iomi

*They don't. In the original Trek the numbers were four digits, a decimal point and two more digits. Day 0000.00 was presumably the day the ship was launched. There was no rhyme or reason to how stardates were assigned and ranged from 1312.4 to 5943.7, a span of 4631 days, or over 12 years. Since the title sequence specifies the ship was on a five year mission, it doesn't quite make sense.*

*In "ST: The Next Generation" all dates are 4000-something. The four was arbitrarily assigned, the second number referred to the season, the other three went from low to high as the show progressed.*

Have a question so bizarre you're afraid to ask anyone? What's the average temperature in Hell? How many calories in a *Magic* card? "The IQ Files" know all. So send your weirdest questions to *IQsubmissions@InQuestmag.com* or 151 Wells Ave., Congers, NY 10920. I'll answer 'em in this space every month.

the time to look it up. This also gave me time to look at another term used by *IQ Gamer*. Here ya go:

**A. Doosh** (Du-sh) 1. Term meaning: "Hahahaha, I beat you bad, punk!" 2. A description of a large, unpleasant release of gas. Example: "Whoa! Someone sure let out a bad doosh!"

**B. Buttweasel** (Tahm-Jonz) 1. A bald, unattractive, humorous member of the *IQG* staff. 2. A huge, brown...you know. 3. A very pitiful person. Example: "Man, that guy plays *Spellfire* and is an intern for *InQuest*; what a poor buttweasel!"

Paul Parent  
via e-mail

**Unattractive? Me? I prefer the term "differently beautiful."** Unfortunately, the guy at the license plate office wouldn't buy it as a handicap.

## NEW AVENGERS

What kind of jerk is this Juvera guy ("IQ News," *InQuest Gamer* #55)? Does he really think that burning some cardboard and slashing a Pikachu toy will stop us, the Legion of Pokémon-Avenging Pyromanical Satan Worshipers (LOPAPSW)? We'll open up a can of whup-ass so big, not even the mighty Tom Slizewski will be able to get away from the torrent of carbonated righteousness!

But anyway, Mr. Juvera has some serious ego issues if he needs a two foot-long sword, a butane burner and a mob of 80+ dysfunctional Christian kids to go up against a Pikachu doll stuffed with cotton. The next one should be stuffed with nitroglycerin.

Lord Bob Sutton  
via e-mail

*It's not good to worship Satan, Lord Bob. You're probably going to hell. Of course, spending every Easter hiding colored eggs instead of going to church doesn't score me many god points so I may be joining you.*

## THE STORY SO FAR

I've been away from *Magic* for over a year. In this time, I missed a whole

story arc. My questions are: Where do I start? What did I miss? What changed?

Christopher L. Stockdale  
chris\_stockdale@adc.com

*You didn't miss much. Basically, there was this dude, Uzo, or something like that. He was a wizard. He casted spells and killed a lot of trees. Then, these bad machine people, the Furry-Rexians, invaded, and he had to make friends with the tree people. Somewhere along the way a giant squirrel was created. Then WotC went on to another story even though this one wasn't finished.*

**"Casted"?** That's not proper English.

*You try typing without fingers and a brain the size of a strawberry, smart ass.*

*That's it! That's all the mouth I'm gonna take from your furry butt. You're stew.*

*Put down the knife! Put down the kni—*

## MANIAC, MANIAC ON THE FLOOR

I need some help. I have been playing various games my whole life. It started with *Candy Land* and *Hi Ho! Cherry-O* when I was young and moved up to *AD&D* when I was 14. I realized I needed help when I read about minister Mark Juvera destroying the pokémon dolls and cards because they lead to the occult and satanism. Now I'm disappointed in myself. I own 33 RPGs, 13 CCGs, and something like 65 board games and I have never worshipped Satan or gone on a homicidal rampage. Which games would you suggest I buy to become a Satan-worshipping, homicidal maniac? Please don't suggest *Spellfire*; I tried that already.

Terry Seymour  
via e-mail

*It's not as easy as people think to become a homicidal maniac. It takes some super traumatic experience,*

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like investing in a booster box of Spellfire before having read the rules. Or being forced to watch a "Different Strokes" marathon on Nickelodeon to become one.

## IDIOT KID

I may sound like an idiot kid when I say this, but I'm 14 years old and designing a CCG. It has to do with dreams; I think I'll call it "The Dreaming Realm." I'm trying to make it totally different than *Magic* and a lot of fun to play. The only problem is, when this game gets finished, what should I do then? Please at least try to give me an adequate answer.

M. D.  
via e-mail

**Put your finished game in a paper bag. Then put the bag in a chest. Then wrap the chest in a blanket. Then put the blanket-wrapped chest in your**

**basement. Wait for four years until you're 18. Then, go back and play it. If you still think you've got a good game, start hitting up your relatives for money because you'll need at least \$80,000 to produce even a small print-run with decent art. That's your best shot, as the odds of getting an established company to buy your game are greater than 3,720 to 1.**

## BUTTWEASELOLOGY

It has come to my attention that you too have discovered the wonderful buttweasel. However, you have discovered but one species of a wide genus. Following is a list of the types of buttweasels I have discovered throughout my worldly travels:

- The common, or "glazed" buttweasel, native to North America.
- The white, or "powdered" buttweasel, native to Siberia.
- The dark, or "chocolate" buttweasel,

native to Venezuela.

I have heard rumors of a so called "jellied" buttweasel, but I have found no evidence of such a creature.

*Dr. B. Gates  
world traveler*

**The "jellied" buttweasel is rare indeed, but it doesn't compare to the most prized specimen of all, the Boston Creme Buttweasel. Rumor has it that inside its furry chocolate brown exterior is a white creamy goodness.**

**Which is more than you can say about Fluffy Bunny, whose mangy brown exterior was only slightly less gross than his stringy brown interior.**

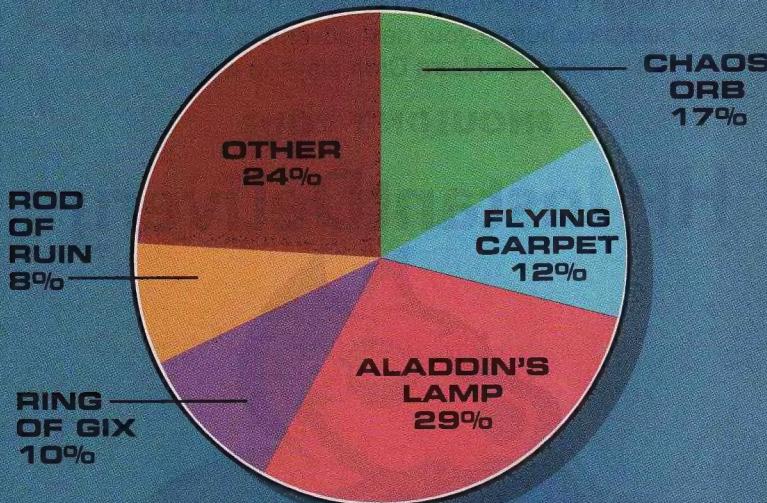
**But I'm not sorry I ate him. Let's face it, Fluffy was never really good with words. He wasn't really good with kids. He was lousy at Magic. The only thing he was good with was horseradish mustard. Baaaarrp! Excuse me. See ya next month.**

Only one bunny was eaten during the writing of this column. And a half-dozen hamsters and cheese.

## POLL POSITION

ONLINE QUESTION OF THE MONTH

### WHICH MAGIC: THE GATHERING ARTIFACT WOULD YOU MOST LIKE TO POSSESS IN REAL LIFE?



Yes, it would be cool to fly on a Flying Carpet. Yes, a Mox Sapphire and Black Lotus would be neat—even though they just kinda sit there. However, we're happy to report that almost a third of you realized that you could have pretty much whatever you want if you decided to pick up an Aladdin's Lamp. Although we were dang tempted at the thought of having our own Karn.

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*What's happening  
in the world of gaming...*

# news

## Star Fleet Days and Jedi Knights

### MONSTER WEEKEND DETERMINES STAR WARS, STAR TREK AND YOUNG JEDI WORLD CHAMPIONS

**T**hrow me a friggin' lightsaber, baby, 'cause Decipher beamed in some of the hottest *Star Wars*, *Star Trek* and *Young Jedi CCG* players on earth to determine the 1999 world champs while also launching its groovy, new *Austin Powers CCG*. It all went down at DecipherCon '99, held in Virginia Beach, Virginia, this past November.

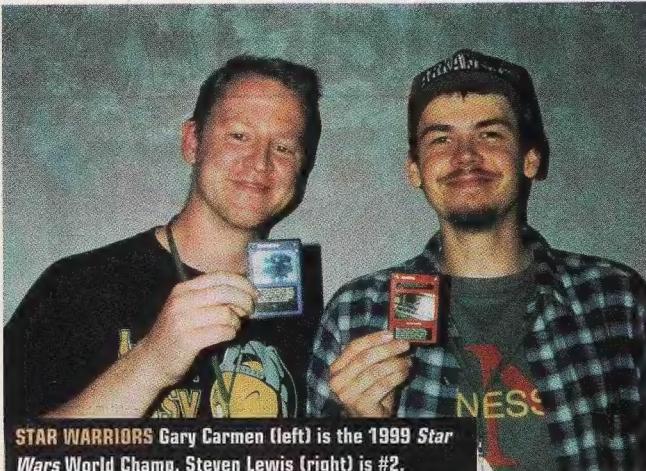
Last year, *Star Wars CCG* finalists had to master a complete expansion right before the tournament. This year, it was *Star Trek*'s turn. Twelve cards from the *Rules of Acquisition* expansion were released on the eve of the tourney, many of which are cheese-deck wrecking monsters. For example, Quark's Isolinear Rods rocked play by giving players a free shot at their Q's Tent side deck.

The *Star Trek CCG* Worlds came down to fellow Minnesotans Mike Harrington, 17, playing a Romulan attack deck versus Dan Allman, 18, armed with a Federation/Bajoran speed deck. Harrington and Allman had clashed earlier in the tournament, so there weren't many surprises in store for either. Play was steady, methodical and relentless. "My goal was to just get in there and do missions," Harrington said. Allman's deck just wasn't fast enough to keep pace. "On my first turn, I was able to play a trapped dilemma combo, and get my ships out fast," Harrington said.

"He blew me up. Then, he blew me up again," Allman commented afterwards. Harrington won a berth on "Cruisetrek," a Caribbean cruise laden with



**BEAM ME UP TO #1** Mike Harrington is  
"the man" to beat in the *Star Trek CCG*.



**STAR WARRIORS** Gary Carmen (left) is the 1999 *Star Wars* World Champ. Steven Lewis (right) is #2.

Star Trek celebrities.

The *Star Wars CCG* players were duking it out for top honors at the same time. Anti-opponent bubbles and Force drain races were less common this year—in large part due to the presence of *Endor's Battle Plan* and *Battle Order*, both of which raise the cost of Force drains in locations where you don't control a site and system.

In the final match, Tennessee's Steven Lewis, 22, squared off against Gary Carman, 27, from Birmingham, England. The first match was between Lewis' Light side speeder-heavy hunt-down-and-destroy deck and Carman's Dark side operative race deck. Lewis opened fast with his speeders, but couldn't crank out enough ships to maintain momentum. Lewis managed to lower the boom on Vader with a host of speeders, but Carman executed a great combo to get Vader out of danger. "That was the key play of the entire match," Carman said. "I would have lost a lot of Force there, which would have affected the differentials later." Lewis rallied, but it wasn't enough to overcome Carman's Force drains. He ended the game deep in the hole with a 22-card differential.

The second game featured Carman's hidden-base Light side deck and Lewis's Dark side hunt-down deck. It was a slow and deliberate game but masterfully played by both. "I knew I could afford to lose," Carman said. "I was just playing it safe, playing to force him to play his cards." Lewis also played slowly, agonizing over every card he drew. But the caution didn't help him get

the upper hand; Carman got a strong draw of spies which allowed him to stave off Lewis's considerable Force drain capabilities. Lewis finally won the game, but not by enough to overcome the differential, so Carman took the title. Amazingly, he was playing with two new decks. "I recently lost my Dark side deck so I had to play a new prototype," he said. Carman would have won a trip to England if he hadn't actually been from there; instead, he'll head to San

Francisco to hang with Lucasfilm's Steve Sansweet.

While the big boys slugged it out, the new-comer *Young Jedi CCG* made its world champ debut. The Dark side was well represented by tank and senator decks, while the Light side was heavy on the new Jedi and the handmaidens, paired with Amidala's blaster. Greg Hesler, 18, won the championship after defeating Matt Reed, 23.

"ST: Deep Space 9" actors Chase Masterson (Leeta) and Aron Eisenberg (Nog) were on hand to cheer on the *Star Trek CCG* players, while Jeremy Bulloch (Boba Fett) and Shannon Baska (Decipher's Mara Jade model) rallied the *Star Wars CCG* crowd. Eisenberg himself is a diehard cardflopper and was pleased as punch when the *Rules of Acquisition* expansion made its world debut. "I'm gonna be putting together a mean Ferengi deck," he said.

■ Paul Sudlow

# INSIDE



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**Games that suck.**  
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**NEW!**

**DCI Suspends Top Magic Player.**  
**PAGE 31.**

## 1999 STAR WARS WORLD CHAMPIONSHIP DARK SIDE DECK

### OBJECTIVES

1 ISB Operations/Empire's Sinister Agents

### LOCATIONS

1 Cloud City: Port Town District

1 Coruscant

1 Coruscant: Imperial Square

1 Jabba's Palace: Audience Chamber  
1 Jabba's Palace: Dungeon

1 Tatooine: Cantina  
3 Tatooine: Jabba's Palace

### EFFECTS

1 Bad Feeling Have I  
1 Den Of Thieves  
1 No Bargain  
2 Scum And Villainy

### CHARACTERS

1 5DG-RA-7  
1 Barquin D'an  
1 Boba Fett With Blaster Rifle  
1 Boelo  
1 Chall Bekan  
1 Darth Vader With Lightsaber  
1 Gailid  
1 Jabba The Hutt  
1 Jabba  
8 Outer Rim Scout

### STARSHIPS

1 Avenger  
1 Bossk In Hounds Tooth  
1 Devastator  
1 Jabba's Space Cruiser  
1 Vader's Personal Shuttle

### INTERRUPTS

2 Abyssin Ornament  
2 Alter  
2 Control  
2 Elis Helrot  
1 Imperial Barrier  
3 Imperial Supply  
1 Look Sir, Droids  
1 Masterful Move  
1 Monnok  
1 None Shall Pass  
1 Oo-ta Goo-ta, Solo?  
1 Sacrifice  
1 Sneak Attack  
2 Twi'lek Advisor  
1 Unexpected Interruption

### CREATURES

1 Bubo

# Get The Flock Outta Here

## Doomtown Eliminates Religious Zealots

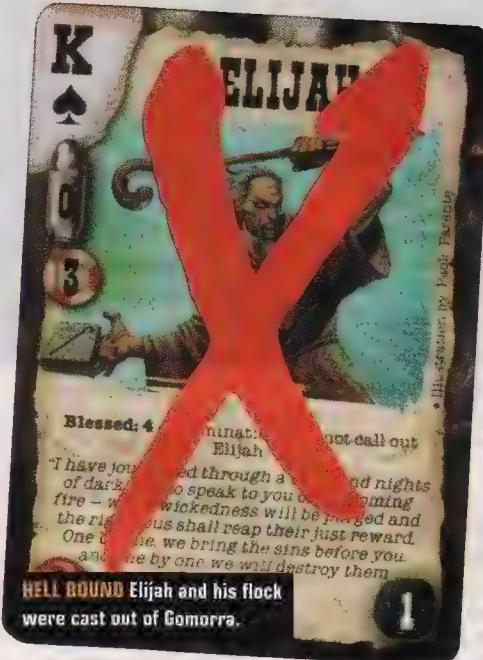
The outfit that specializes in miracles couldn't work one during the recent *Doomtown* global storyline tournament, resulting in its elimination from the game—permanently!

That's right weird west fans, say good-bye to The Flock, Gomorra's *Bible-thumpin'* fanatics, who wanted to meet their maker so much they helped open a gate for the demon Knicknevin. This year's story arc was all about how certain groups in Gomorra—the monster-ridden, magic-laden old west boomtown where the CCG takes place—were working together to unleash this devil. Standing against them was a strange coalition of lawmen, outlaws and business interests.

Five Rings Publishing, the game's publisher, allowed the plot to build to a climactic showdown and sponsored a global storyline tournament to determine how it would end. Not only would the result of the tourney determine how the plot would resolve, the outfit that came in last place would be removed from the game.

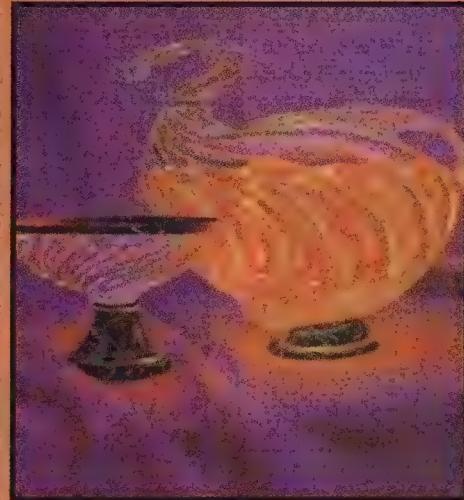
Titled "Kingdom Come," the tourney was held at more than 92 sites in the United States, Australia, Canada, France, Germany and the United Kingdom, with thousands of players worldwide playing to support their favorite outfit.

After everyone had put away their six-shooters, ectoplasmic califiers and dynamite launchers, the faction with the most points was The Agency, a secretive group of FBI-types. The Blackjacks and Whateleys were close behind but the Agency's win means Knick-



nevin is heading back to hell. Gomorra still won't be mistaken for a trendy vacation spot, but the lives and souls of the citizens are a tad bit safer... at least for the moment. ■ Richard Weld

## WE LOOKED IT UP...



### PANACEA (Pan•ah•see•ah)

1. A remedy for all diseases or ills; a cure-all.
2. Artifact from *Magic: Mercadian Masques* that prevents a point of damage for every two mana pumped into it.
3. To give a big thumbs down to the film "Acea."

String photo © 1997 WOTC, Inc.

## WotC Announces WCW CCG

**R**ic Flair, Hitman and Sting are going to give new meaning to the term cardboard personality, as they and their World Championship Wrestling (WCW) brethren star in the next Wizards of the Coast (WotC) collectible card game (CCG).

"WCW is a natural to be developed into a trading card game," said Luke Peterschmidt, former brand manager for the popular *Legend of the Five Rings* fantasy CCG, and current brand manager for the WCW game. "It [the WCW game] reminds me of the early days of *Magic*," Peterschmidt said. "Simple rules but a huge amount of strategy. And you get that feeling of discovery that you had in the original *Magic* when you find a particularly brutal combo," he added.

The cards will feature studio and live-action photographs of the wrestlers and be sold in booster packs and as a 2-player starter set—no starter decks. If it meets its anticipated release date of early spring, WotC's WCW game will be competing with the WWF (World Wrestling Federation) CCG due to be released at about the same time by Comic Images.

Mike Fitzgerald, of *Wyvern CCG* and *Mystery Rummy* fame, designed the WCW game. Fitzgerald's design was originally on tap to be Comic Images' WWF game. But after WotC saw the design, they offered to buy it to use for their WCW game. "WotC made me an offer I couldn't refuse," Fitzgerald said, after switching publishers. ■ Tom Slizewski



**BAT-ASS** Sting and his wrestling pals in new CCG.

# Nemesis Up Next

## NEWEST MAGIC SET ALL ABOUT BEING BAD

If your favorite cards are Farmstead, Tranquillity and Holy Strength, then the next *Magic* expansion—*Nemesis*—is the wrong set for you.

"This is a bad-guy set," warns storyline developer Jess Lebow. "There's no room here for happy, frolicsome pixies. *Nemesis* returns to the stormy plane of Rath, which the Phyrexians created as a staging ground for their invasion of Dominaria. Gerrard and his crew escaped from this surreal landscape through a portal to Mercadia, but Ertai is trapped here along with Greven and Crovax. The existing evincar, Volrath, is missing, so the evil Phyrexians are sponsoring a contest to fill the position. You'll find out how this power struggle unfolds through art and flavor text of the set," according to Lebow.

Through 143 cards, *Nemesis* will introduce three new game mechanics and expand on the ones introduced in *Mercadian Masques*. The set will also contain a card designed by Mike Long, the winner of last year's *Magic Invitational*. "It's a blue merfolk with activated flying," said *Magic* designer Mark Rosewater. "If it damages your opponent, you can pay mana to search your opponent's library and remove any one card from the game."

Four preconstructed theme decks—*Mercenaries*, *Replicator*, *Breakdown* and *Eruption*—will accompany the expansion. *Nemesis* will be followed by *Prophecy*, the final set in the *Mercadian Masques* cycle. "The storylines for the three sets in this cycle take place at the same time, but in different places," said Lebow. "*Prophecy* returns to Urza's homeworld, Dominaria, which is about to be invaded. That set is all about the Keldons, who foretell that the end of the world is about to come." After *Prophecy*, there will be a new cycle, tentatively titled "*Invasion*."

"*Mercadian Masques* may play a bit slow," said Assistant



**GUILTY-GUESSY** Who will be the next Volrath?  
*Magic: Nemesis* should have the answer.

Brand Manager Jeff Donais, "but I guarantee that the Standard environment a year from now will be the best that *Magic* has ever seen. It will definitely be worth the wait." You won't have to wait long for *Nemesis*, prerelease tournaments are scheduled for the weekend of February 5-6, and the set should be in stores by February 14. ■ Collin Jackson

## GAMES THAT SUCK CRAP YOU NEVER WANT TO PLAY

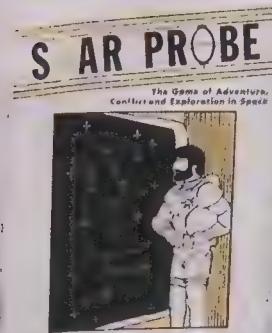
**NAME:** Star Probe

**GUILTY PARTY:** TSR, 1974

**TYPE:** Sci-fi board game

**WHY IT STINKS:** The title may sound like a painful tool a proctologist would use, but it's hard to imagine anything more painful than playing this game. From a rulebook that reads like a 36-page math equation to "art" that looks like it was drawn by someone with a crayon stuck in their butt, nearly every aspect of *Star Probe* reaches the stratosphere of crapiness.

There is only one worthwhile rule in this bowser—solo play. The rule reads: "Nothing is easier than solo play. All you need to decide is for what time period the game will last and what conditions will indicate you won." Here's my suggestion: The game will last for three seconds, and you win as soon as you slam-dunk all the components in the trash. ■ Tom Slizewski



By JOHN M. SNIDER  
PUBLISHED BY  
TSR GAMES  
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## JURY BOX WE REACH A VERDICT



## THUMBS UP

**HEAVY GEAR ON TV** A hearty well-done to Dream Pod 9 for going where few RPGs have gone before—to television land. Sony Family Entertainment ("Men in Black" animated series) is on tap to produce 40 animated episodes set in the Heavy Gear universe. The first should debut in Fall 2000. A toyline by Bandai is also in the works.



**WWF CCG** Honestly, wrestling wouldn't be our first, or even second, choice as a topic for a new CCG. But after playing the alpha version of Comic Images' upcoming WWF CCG we've become believers. It's fast-paced and simple, yet has enough strategy to keep us coming back. Hell ya!

**MYTH MEGA DEAL** Minimum wage entertainment alert! Twenty Washingtons buys you every *Myth* game produced to date, dozens of fan-created levels and the official strategy guides. Considering the addictiveness of this game, that works out to around \$1 per 100 hours of entertainment.



## THUMBS DOWN

**POKÉMON MOVIE CARDS** All the exclusive *Pokémon CCG* cards—to be given to anyone buying a ticket to "Pokémon: The First Movie"—were gone by the second day of the film's release. Hundreds of thousands of kids went home disappointed. The person responsible should be sentenced to serve six months in a daycare facility full of ticked-off 4-year-olds.



**WHO DREW ME?** Homer J. Simpson went after he left *InQuest*.

**UNATTAINABLE FAN PREMIUMS** We really like the fan clubs for CCGs like *Doomtown*, *Rage* and *L5R*. The coolest part is the products you can get by sending in proofs of purchase. Unfortunately, the best stuff is insanely expensive. We don't expect it to be easy to get the T-shirts, swords or poker-chip cases, but having to spend nearly \$4,000 to get the good stuff makes the price of admission frustratingly high.

## CONTEST WINNERS ED McMAHON IS ON THE WAY!

### DEAD MAN'S HAND LANDS LODE

It figures that someone from the wide open spaces of Utah would know how to play lots of land. And that person is Ogden's own Jason C. T. Campbell. Jason's knowledge of real estate earns him this month's box of *Urza's Destiny* boosters. ■

news

# Pokémon Players Get League

## EXCLUSIVE CARDS, WORLD CHAMPIONSHIP ON TAP

**H**ow'd you like get exclusive loot just for playing and trading *Pokémon* cards?

Just sign up for Wizards of the Coast's (WotC) *Pokémon* League. For \$5 per six-week season, you can join 50,000 other pokémaniacs in a quest to earn badges and prizes. According to David Hoppe, vice president of organized play at WotC: "The primary goal of the league is to help people who love *Pokémon* and give them a place where they can play on a regular basis against lots of new opponents."

You can join the league at big stores like Borders books, Gamekeeper, Toys R Us, Waldenbooks, Zany Brainy and many smaller hobby gaming stores. The exact entry fee is determined by each store, but is usually \$5 for the scoring booklet and season materials, plus \$1 per 6-week session. Some stores have age restrictions, though most don't bother.

Once a member of the league, you earn points by playing, trading, teaching new players and participating in tournaments. The more points you get, the more Master Trainer badges you earn. There's already speculation that these badges will be worth money on the secondary market so don't be surprised to see them for sale on eBay. Particularly in demand should be the "Technical Machines" special elite badge stickers that you get by earning 700 points.

In addition to the prestige and glory of winning badges, participating in the league will allow you to enter the World Championship planned for the summer of 2000. But the most exciting league news of all revolves around the exclusive cards. Though WotC announced that you don't have to be a member to get the much anticipated Mew card, future exclusives will be available only to league members. Mew will be available on January 8th at all *Pokémon* League-affiliated stores. One English, nonholographic Mew card will be given to everyone who shows up.

If you live in Siberia or can't get to a league store, don't fret. February should see the release of a cartridge for the color GameBoy which allows you to play the card game electronically—no opponent required. Check out [www.ign.com](http://www.ign.com) for sample screenshots. ■ Kent D. Kelly



Heavy Gear is ™ & © Dream Pod 9. *Myth* is ™ & © Robert Jordan; *Precendence Entertainment*; authorized user.

# COMING SOON

THE HOTTEST RELEASES IN GAMING

RPG supplement

From: White Wolf

\$17.95

The Teragen, *Aberrant's* resident bad boys, are not what they appear. Storytellers and players can use them as compassionate allies or deadly enemies through the comprehensive write-ups on personalities, hierarchy and agendas included in this book.

wielding individuals who aren't afraid to back up their questions with a hefty dose of violence.

RPG supplement

From: Guardians of Order

Cost: \$17.95

Fighting evil on the big screen, the first *Sailor Moon* movie—which premiered in Japan in 1994—is finally seeing mainstream release here. *Sailor Moon: A Movie Resource Book* coincides with the DVD/video release, giving fans instant access to all relevant information.

## STAR TREK: ARMADA

Real-time computer strategy game

From: Activision

Cost: \$49.99

This game puts you in the admiral's chair of the Federation,

## FORCE COMMANDER

### BEASTS OF LEGEND

RPG supplement

From: Hekaforge

Cost: Standard Ed. \$24.95

Written by Gary Gygax, father of the roleplaying industry, *Beasts of Legend* is the latest offering for the Legendary system. This tome catalogs over 140 creatures into eight branches. The bane family, for instance, features insidious little monsters that feed off negative emotion like fear and hatred.

Romulan, Klingon or Borg armada. A ship from the future arrives to warn the Federation about an impending Borg invasion. As one of the four forces, you fight, defend and assimilate your way through 26 missions, building and managing over 30 types of ships and outposts to help you reach the final showdown between Picard and Locutus.

### Real-time computer strategy game

LucasArts

Cost: \$39.95

Four players assume the roles of either Rebel or Imperial Commanders in their efforts to defeat the enemy. At your call are a host of ships and droids including AT-ATs, hovertanks and tie-fighters. Set across 24 single-player and 35 multiplayer missions, players fight, mount rescue operations and engage in sabotage in familiar and fully rendered 3-D backdrops like Yavin 4 and Tatooine.

### UNSEEN MASTERS

RPG adventure

From: Chaosium Games

Cost: \$19.95

You gotta love a game where you're Kenny in "South Park"—all the time. The *Unseen Masters Campaign Set* is Chaosium's latest freak-job title where the truth turns you into a white-haired, gibbering inmate at Bellevue.

### HUNTER: AVENGERS CHARACTER BOOK

RPG supplement

From: White Wolf

Cost: \$14.95

*Avengers* is the first in a series of character books for *Hunter: The Reckoning* and a comprehensive look at a group of baseball bat-

news

# WotC Abandons Doomtown

## AEG HAPPY TO MOVE IN

In the last story arc the devil came to Gomorra. And now, the Wizard has left.

Wizards of the Coast (WotC) shocked collectible card game (CCG) fans last month when it announced it will no longer produce the popular *Doomtown* CCG as of January 1, 2000.

WotC, which has published and supported the game since its launch in the Spring of 1998, was licensed to produce the game by Pinnacle Entertainment Group, makers of the *Deadlands* roleplaying game and miniatures system on which the CCG is based.

But the game is not dead. The license will move to Alderac Entertainment Group (AEG), which designed *Doomtown* and publishes other popular games like the *L5R* RPG and *7th Sea* CCG and RPG.

According to AEG's president, John Zinser, "*Doomtown* has not grown at a satisfactory pace for WotC." And with WotC managing both *Magic* and the *Pokémon* phenomenon, *Doomtown* risked getting lost in the shuffle. Ed Bolme, the game's brand manager at WotC added: "We're strapped for resources. Either the quality or the product—line had to give." In the best interests of the game and the fans, the three companies moved to centralize all facets of the *Doomtown* CCG in the AEG offices, a surprisingly minor shift. With the creative staff already based at AEG and the license itself simply being transferred, not sold, the largest change may be in tournaments. Wizards has offered the services of the DCI to AEG, but this offer has not yet been accepted and may not be. AEG has stated that it plans to run the 2000 Quickdraw League season, starting in February.

According to AEG, the move will not affect release schedules, and it expects to have a new basic set by early March of 2000, followed by three expansions throughout the year, each bringing 150 to 180 new cards.

■ Richard Weld



AEG STAKES CLAIM TO DOOMTOWN

## RING WATCH

WHAT'S HAPPENING ON THE LORD OF THE RINGS FILMS



• The trilogy began shooting in New Zealand in October, and pivotal scenes in Hobbiton and Bree have already been shot. The production will soon move to the Kepler Mine to capture the look of the Dead Marshes, and things will really kick into high gear this month, when Sir Ian McKellan (Gandalf) is finished with the X-Men film and joins the rest of the cast.

• Looking for "The Fellowship of the Ring" script? Released copies have been disguised in an effort to discourage widespread distribution, and the title reads: "Jamboree, Part One of Three: An affectionate coming-of-age drama set in the New Zealand Boy Scout Movement during the years of turmoil 1958-1963."

# InQuest Interrogation

## JEFF DONAIS: GRAND POOHBAH OF DCI

**A**fter months of deep-deep-deep undercover investigation, *InQuest Gamer* cornered the mysterious leader of the secretive *Magic* rules cabal known cryptically as "the DCI," Mr. Jeff Donais. We asked him...

**Q:** What do you think about mandatory drug testing for the *Magic* rules team?

Sounds like a fun evening.

**Q:** If you could give the *Magic* rules team any drug, what would it be?

I'm from Canada. I don't know the names of any drugs.

**Q:** Speaking of drugs, do you understand the *Magic* storyline?

I used to understand it perfectly around *Tempest*. It's a little more complicated these days. A lot of work is put into the story.

**Q:** Sounds like long-form for "no." Do you care about the story?

I think having a cool storyline is something that I could care about. I work too much right now to follow it. I do know that next year's storyline is pretty interesting. A lot of big events happen over the next five sets.

**Q:** Any plans to errata parts of it?

Not unless it becomes a problem. I'll keep you posted.

**Q:** Let's talk turkey. Why ban the insignificant, little Lotus Petal?

Lotus Petal helped to speed up many combo decks and was a consistent card found in the top combo decks. Banning Lotus Petal slowed combo decks down enough to let other decks become competitive.

**Q:** Then why not ban Yawgmoth's Bargain?

In Standard, Bargain has not shown itself to be as powerful as some people thought.

For example, the state championship deck lists have very few Bargain decks finishing in the top eight.

**Q:** How come you can do things in *Magic* after the "end" of your turn?

The whole end-of-turn procedure was created in order to avoid extremely problematic combo situations. I think having one or two problems, like Waylay, is a small price to pay in the big picture. Overall, the *Magic* rules are in better shape than ever.

**Q:** In your experience, which color creates the most rules headaches?

White cards create the most rules headaches these days. Humility, Replenish, Opalescence, Pariah and Worship are all cards that we get regular rules questions about.

**Q:** Ever consider banning the color white?

Nope.

**Q:** Speaking of banning, in your professional opinion,



**TROUBLEMAKER** White cards produce the most rules headaches, according to DCI.

which of these creatures would you ban first: Scryb Sprites or Goblin Balloon Brigade?

Neither of them would be banned unless the Oracle wording allowed them to sacrifice for three mana of any color.

**Q:** What's up with *Magic* on ESPN2, a sports channel?

ESPN2 covers a lot of different sports, including many similar to *Magic*. The Bridge and Poker World Championships are a couple card games that ESPN2 covers. The 1998 World Championships had an unexpectedly high number of viewers, which led to ESPN2 looking favorably on more *Magic* programming.

**Q:** Speaking of sports, why do you think *Magic* is sponsoring WWF matches?

These days, pro wrestling is incredibly popular among all types of people. It's a form of sports entertainment that has been accepted by millions of fans. The demographic has some crossover with *Magic* fans.

**Q:** Here's a toughie: What if, during a Thieves' Auction, I grab a Food Chain and use it to eat a bunch of creatures and get so full of mana that I have to Bifurcate. On which side of the border will they bury the survivors?

I'd love to answer that in detail, but we're out of space. One more thing: Now that I have answered your questions, perhaps your readers could answer one of mine: "What can the DCI do for you?"

You heard the man. E-mail your list of *Magic* gripes, compliments and questions to: dcifeedback@wizards.com. You may also want to detail anything else that's bothering you. The DCI's powers are many and far reaching. ■

# DCI Suspends Top Player

**C**asey McCarrel, one of the world's best Magic players and winner of Pro Tour New York, has received a six month suspension for misrepresenting tournament information to a judge.

During Pro Tour London in October, McCarrel lost his sixth round match against Frenchman Jean Louis D'Hondt. McCarrel incorrectly recorded the match score 2-1 in his favor. When judge Thomas Bisballe asked McCarrel if "McCarrel won 2-1," he did not reply. Only when Bisballe went to D'Hondt did McCarrel attempt to correct the situation.



MCARREL AND HIS MONKEY (LEFT)

"We would not have gone through with this if we were not 100% sure of Casey's guilt," said DCI Commissioner Elaine Ferrao, who headed the investigation committee. "Casey has been a good spokesman for the game, so this was really unfortunate."

McCarrel, who had taken the year off of school to play Magic full time, will

miss Pro Tour Chicago, Los Angeles and possibly New York as well as the *Magic Invitational*. His spot has been given to Michigan's Pat Chapin.

McCarrel insists that his error was the result of jetlag and sleep deprivation, and maintains his innocence. He hasn't decided if he will continue playing professionally once the suspension ends.

■ Gary Wise

## TOP GUNS CCG SHARPSHOOTERS

### WORLD'S 10 BEST MAGIC PLAYERS

1. **SHAWN G. KELLER**, from Stanford, CA, USA  
DCI STANDARD RATING: 2111
2. **SCOTT R. JOHNS**, from Northridge, CA, USA  
DCI STANDARD RATING: 2100
3. **JOHN LARKIN**, from Dublin, Ireland  
DCI STANDARD RATING: 2079
4. **CASEY McCARREL**, from Layfayette, CA, USA  
DCI STANDARD RATING: 2072
5. **TIM RIVERA**, from Las Vegas, NV, USA  
DCI STANDARD RATING: 2062
6. **ERIC PHILIPS**, from Lincroft, NJ, USA  
DCI STANDARD RATING: 2058
7. **ADAM D. VINCENT**, from Longwood, FL, USA  
DCI STANDARD RATING: 2044

I'M STANDING ON ADRIAN SULLIVAN'S SHOULDERS.

### 8. PLAYER OF THE MONTH

**ADRIAN SULLIVAN**, 22, Madison, WI, USA

DCI STANDARD RATING: 2043

"JOB": Managing Editor, *The Dojo*

FAVORITE MAGIC CARD?

Sylvan Library

OTHER HOBBIES: Coffee addict,

movie snob

BIO IN BRIEF: While Sullivan has been playing Magic since Beta, he's had few top finishes, namely 10th place at 199's Pro Tour New York and 5th at Grand Prix Memphis. He's more famous for his deckbuilding skills and claims at least partial credit for a number of top decks—including "Counter—Oath," which won the 1998 U.S. open; "Corrupter Black," which won the 1999 Worlds and "Controll," winner of several PTQs.



## MAGIC UPDATES

### RULE CHANGES AND OTHER TECHNICALITIES

#### WARNINGS & RESTRICTIONS

No new cards were put on the banned or restricted list effective January 2000. However, Rishadan Port has been put on the "watch list."

#### CLARIFICATION

When a token creature first comes into play, its name, given by its parent card, becomes its creature type; a Goblin token counts as a Goblin. After the token is created, the name and creature type can change independently of each other.

#### SPECIFIC CARD RULINGS

Play Necropotence as if it read:

Skip your draw step.

If you would discard a card from your hand, remove that card from the game instead.

Pay 1 life: Set aside the top card of your library face down. At the end of your turn, put that card into your hand.

Pandemonium checks the creature's power when the Pandemonium triggered ability resolves; if the creature is no longer a creature by this time, the ability uses the value zero. So Soul Sculpting creature in response to Pandemonium's ability causes it to deal 0 damage.

Gilded Drake's ability is targeted, but it specifically overrides rules about targeting. The Drake will still be sacrificed if the ability is countered due to illegal targets or if no legal target is available when the Drake comes into play.

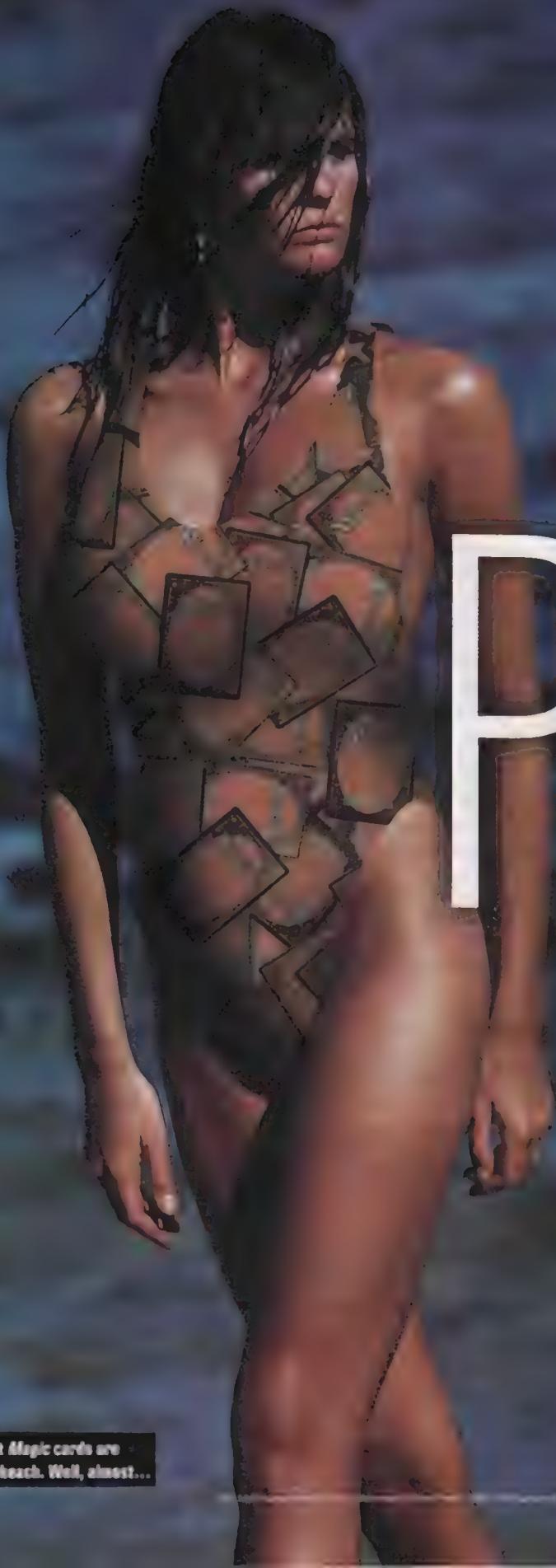
#### ERRATA

If you choose "white" for Flickering Ward, it won't remove itself.

by Rei Nakazawa and the IQ Gamer staff

TAP THIS, STUPID! The coolest Magic cards are more fun than a day at the beach. Well, almost...

DE



**Picture this:** You tear open your brand-new *Seventh Edition* booster and flip to the rare slot, expecting something like a Hammer Of Bogardan, but instead you see... GREAT GOD ALMIGHTY, a Chaos Orb! Impossible? Maybe. Cool? Definitely! What if Wizards of the Coast decided to chuck their reserved list and reprint some of the neatest cards ever? What should they bring back? That's what *InQuest Gamer* decided to answer when we chose our 10 favorite cards on the basis of fun value, innovative mechanics or just plain nostalgia. See if you agree...

# PECT 10

## The coolest *Magic* cards ever



### 10. Royal Assassin

Before there was Carnophage or Dauthi Slayer, Royal Assassin was the black weenie. The ability to destroy a tapped creature proved devastating for those early Craw Wurm decks with which every new player experimented, and the combo with Icy Manipulator was king in the days before Time Spiral. Taken out of the main set simply due to the numbers crunch, the Assassin is primed for a return: It's powerful, but not broken, and would bring back floods of happy memories to those players disappointed at the loss of Shivan Dragon.



## 9. Eureka

The best card ever to feature the Theory of Relativity in its art, Eureka is the original Show And Tell. How much fun is it to have your opponent staring down three Serras and two Craw Giants on turn four? With the right support, you can slap down an overwhelming army for a mere four mana. Since then, cards that let you play cards for free have come and gone, but none have matched the power or the sheer fun value of the first: Eureka.



## 8. Fork

Fifteen-point Fireball on me? Have one right back! One Berserk isn't enough? Let's have two! Any powerful sorcery or instant you have in your deck—or in your opponent's deck—doubles with the presence of Fork. Nothing quite like Fork has ever been created since, which is a shame. Remember those giant multiplayer games in which the same spell was Forked towards six or seven different targets? That's what Fork is all about.



## 7. Lim-Dûl's Vault

If there's one thing that every Magic player wants to do, it's stack his deck. For two mana and a piddling investment of life, you have an instant that lets you dig as deep as you want until you have exactly the five top cards that you want! Even better, Lim-Dûl's Vault's search mechanic is a game within a game that gets your brain going. Will you keep searching for your kill card by losing life or will you be happy with the five solid cards you just drew?



## 6. Drop of Honey

Think green never had creature control? Think again! Drop Of Honey takes advantage of green's love for big creatures by slowly whittling away at the small ones, allowing the big guns to kick butt. And since you choose what creatures die, it can be a Savannah Lion here, a White Knight there, while letting your Force Of Nature sweep in. It's a hoot as you never know where the lil' bit of honey is poppin' next.



## 5. Lich

How cool is a card that lets you stay in the game at zero life? How cool is a card with such a powerful effect that you lose the game if it leaves play? If it's Lich, the answer is "very." By becoming a rotting undead thing, you can draw cards simply by gaining life! Plus, there is the pressure and suspense of keeping yourself undead. One Disenchant or Boomerang and you croak! The challenge of using and abusing Lich always proved more fun or rewarding than building a Stroke Of Genius deck.



## 4. Phyxian Portal

"Do I put both the good cards in one pile, or do I separate them?" "Let's see... Do I pick the one-card pile or the nine-card pile?" If you love playing "Let's Make A Deal," this is the artifact for you. The Portal can give you great cards if you read your opponent's psychology right and pick the better pile. It's a card that tests the nerves and minds of both players and truly rewards the one who can outthink his opponent.



\* You can summon a creature like shown on your opponent's side of the board. The X cost can be any amount of mana you like, so you can hide the true casting cost of the creature, which you have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

### 3. Illusionary Mask

Nothing you cast is what it seems—or at least, that's what your opponent will be thinking with the Mask in play. Let your face-down army sit there until your opponent dares to attack, then reveal your Child Of Gaea for blocking fun. Drop down a Scandalmonger, and your opponent won't know to use it until it's too late and he has no cards. The Mask adds an aspect of mystery and suspense to the game, and more importantly, drives your opponent crazy. Mwahahaha!

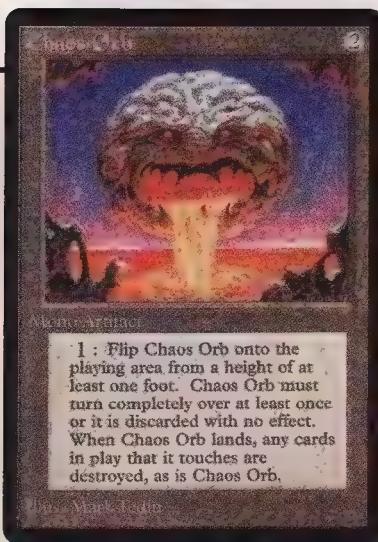


*Upon summoning, Doppelganger copies all normal characteristics (except size) of any one creature in play on either side, and enchantments on the original creature are not copied. During the controller's main phase, Doppelganger may take no other action than to switch the creature it is in play instead. Doppelganger may not attempt to copy a creature except after that creature leaves play, but if it switches it won't be able to switch back.*

Illus. © Captain Haze

### 2. Vesuvan Doppelganger

The ability to imitate any creature and change the copy once you got bored with it made the Doppelganger one of the most popular early blue cards, and why not? No matter who controls the best creature on the board, you can always have one just like it! Sure, the rules about duplicating animated lands and artifacts got sticky, but the multiple pages of rulings just added to the Doppelganger's charm. It's the perfect gift for that *Magic* player who just has to have everything.



1 : Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

### 1. Chaos Orb

The basis for one of the first *Magic* urban legends, this classic had such an impact it moved people to tape their creatures to walls. Probably the best colorless way to deal with any permanent, the Orb's charm comes from the fact that you need a steady hand and good aim to use it effectively. Though this fact contributed to its disappearance from later sets, what can match the suspense of watching your opponent's trembling hand as he positions his Orb for that crucial flip? Apart from one sad imitation, the worthless Falling Star, the Orb is completely unique in the game, and we miss it.

*The IQ Gamer staff lobbied for Primordial Ooze to be on the list, but Rei Nakazawa talked them out of it. That's why we pay him.*

## fashioned DESIGN

### How to create your own Magic card

**NAME:** Something catchy, which clues people into the card's origin, creature type or powers. Definitely not a mundane name like "Disruptive Student."

**ARTWORK:** A pretty picture. Fortunately, we have a fantastic painter who did ours, but you can draw your own image, scan it out of a magazine or go with existing clip art.

**CARD TYPE:** Choose a fun card type you want to play. We love creatures, especially ones that can get really big.



Noramadon Siren has a power and toughness each equal to the difference between cards in your hand and cards in target opponent's hand. If your hand size is the same as target opponent's, Noramadon Siren's power and toughness are 1/1.

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**CASTING COST:** Keep it balanced. A 20/20 for two mana is powerful, but really isn't fair when you get down to it. The single blue in this creature's casting cost allows it to be included in decks which only have a little blue.

**GAME TEXT:** Be original! If the card already exists as another card in *Magic*, why bother? For this card, we played off blue's classic creatures, Clone and Vesuvan Doppelganger, spinning the idea of a shifting power/toughness in a totally different direction.

**POWER/TOUGHNESS:** Our creature is wacky, since it's adjustable based on the cards in players' hands. Again, check out other *Magic* creatures and keep the numbers reasonable.



# Hunting the Rarest Pokémo on the Streets of Tok

by Russell Burbage and Shin Okada

# WELCOME to the JUNGLE

A sky-diving Pikachu? A Dragonite with the power to transport luggage? In Japan, where the *Pokémon* craze has been going strong for more than three years, these are just a few of the cards every collector is tracking.

Media Factory, the company that makes the *Pokémon CCG* in Japan, is constantly looking for innovative ways to introduce their game to new fans and challenge existing ones. This has resulted in dozens of cool, hard-to-find cards only available to Japanese collectors.

Some of these are down-right weird. Toyota, for example, in a move to get more kids to drag their parents to car showrooms, gave out free specially marked Arcanine cards to anyone who came to a Toyota dealership. Japan Railways gave away Mew and Pikachu cards to people who took specific railroad trips. And All Nippon Airways

(ANA) gave out sets of Dragonite carrying luggage over mountains and Pikachu skydiving out of an ANA jet suspended by balloons. In addition to these ultra rare examples, Japanese fans also have many more-easily attainable cards they can catch.

## CARD DASSU

You pass a bookstore on the way to your next *Pokémon* game. You stop, plop a 100 yen coin (about \$1) into a contraption that looks like a gumball machine but contains *Pokémon* cards instead of gum, turn a crank, and out slides a pack of three *Pokémon* cards (called Card-Dassu). In Japan you can get practically everything from vending machines, including beer, cigarettes, pantyhose and high protein Calorie Mate sports snacks.

There is a vending machine on almost every corner, and while most are for soda, tourists are often sur-

prised by the sheer variety of machines. There are even computer slot machines where you pay for the chance to win *pokémon* pencils, notebooks, giant posters or erasers. One machine is even in the shape of Pikachu.

The cards you get out of these vending machine cards are not like regular *Pokémon* cards. Though they're the same size and have all the familiar elements of standard *Pokémon* cards, the vending machine cards are ultra glossy and feature "fan" art. Three sets of 36 cards have been released so far—108 total—and are generally referred to as Jumbo Vending sets one, two or three. Every time you plunk in your money you get a sheet of three cards, containing two commons and one uncommon. There is no rarity among these sheets, so you can usually get a complete expansion set by buying 18 to 36 sheets.

The first two sets have no rare cards.

The third set has five rares that are not included on the sheet. To get these five pokémon you have to send a special "Masaki's PC" card to Media Factory. This card appears as a special fourth card on specific sheets of the third vending machine set. To redeem it, you send it in along with a lower evolution to get the more advanced evolution. For example if you mail in a Graveler and a PC card, you'll get a special Golem card in return. This special exchange is due to expire by early 2000 so these five cards will become ultra rare.

Each mini set of three cards is part of one of six themes ranging from urban ones like Dr. Oak's Lab and Around Masara Town to rural ones set in Tokiwa Forest and adventures in the Safari Zones. Since Media Factory used the best artwork created by fans, the vending cards feature many alternate versions of fan favorite poke's like Bulbasaur, Charmander, Squirtle and Rattata.

The vending machine versions are similar in power level to those in the regular sets. For example, Squirtle still has a one energy attack that does 10 damage. However it can also use Water Blast, which does

no damage but charges up its 10 point attack to do triple damage the next time you use it. There are a few powerful standouts in the vending machine set however. Kabuto, for example, gains the pokémon power "Fossilize" which allows its owner to put back in his hand any pokémon that evolved from A Mysterious Fossil. You have to win a flip to do this and can only do it once per turn. But since it effectively heals your pokémon and you can immediately replay it, it's awesome.

### ISLANDS OF POKEMON

While the vending set is the biggest expansion only available in Japan, this past summer also saw the release of the Southern Islands set. These were three card packs available in either Rainbow Island or Tropical Island settings. Rainbow Island featured three subsets: Field of Flowers, Sky, and Riverside, while Tropical Island featured Sea, Jungle, and Beach. Each of these packs also include a commemorative postcard of all three of the featured pokémon frolicking together in their island locale. But the most exciting part of this set is that it afforded the first glimpse of

the yet-to-be-released gold and silver Pokémons such as Lady Ba, Maril, Togepi and King Slowpoke.

### 100 NEW POKES

These are just the two biggest sets available to Japanese collectors. There are also at least 77 individual promo cards that *Pokémon* fanatics must track down to have a complete collection. The newest of these is a Meowth card inserted into the first edition of *Meowth's Party* music CD.

And there will be more as the next big *Pokémon* push is coming this winter with the release of the *Pokémon* gold and silver cartridges for GameBoy. New cards featuring these newly discovered pokémon will go on sale right after the video game is released. It's a safe bet that premium cards will be given away in connection with the release as well. It's a great time to be a *Pokémon* fan in Japan!

*Russell and Shin spend most of their time in Tokyo's dark alleys and backstreets trying to bag the elusive Hobo Hitmonchan given out at select soup kitchens.*

## Pokemon In the Machine



**INSIDE PIKACHU** Trying to stand out among the many types of vending machines, this *Pokémon* game is in the shape of Pikachu. Players climb into the back of the much-bigger-than-life-size version and if you win a simple game, you get a key chain.



**NO-ARMED BANDITS** Similar to slot machines you'd find in Las Vegas, in Japan there are electronic "games" that allow you to gamble for pokémon stuff. Each machine plays a slightly different game of chance and contains different prizes, like pencils and foil stickers.



**DASSU WHAT I LIKE** The newest collectible game cards are available by dropping the equivalent of \$1 into these machines, called Card Dassu. The center one contains cards for the big new Japanese CCG *Yu-Gi-Oh*.

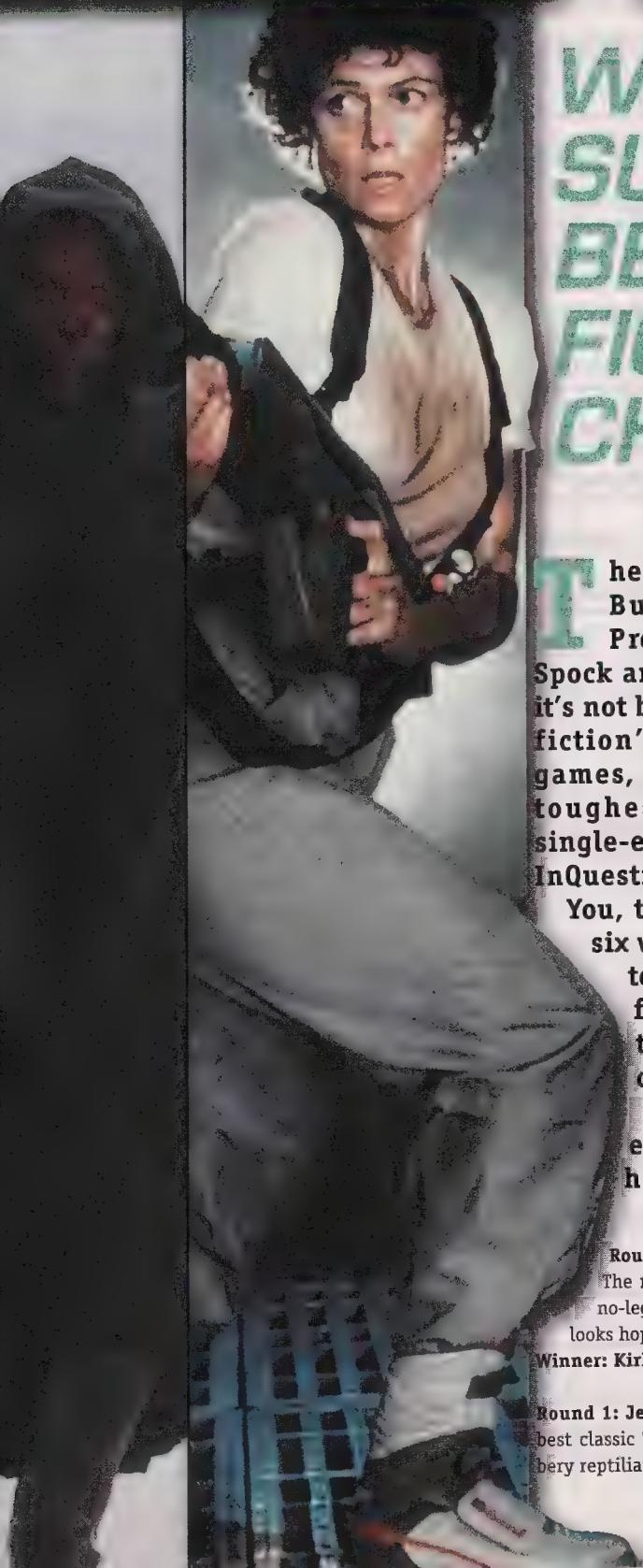


**TAKE US TO YOUR GYM LEADER** Japanese love vending machines and you find them everywhere. These are the traditional throw-in-your-money-and-take-your-chances kind. The rightmost machine contains CCG cards; the others contain figures and toys.

# SCI-FI S



# LUGFEST



# **WHO WILL SURVIVE TO BE SCIENCE FICTION'S #1 CHARACTER?**

By the *InQuest Gamer* staff

**T**he universe is a big place. But when you throw the likes of the Predator, Darth Vader, the Terminator, Spock and 60 other sci-fi champions together, it's not big enough. Searching through science-fiction's best movies, TV shows and video games, *IQ Gamer* recruited the coolest and toughest heroes and villains for a giant, single-elimination, online tournament on our InQuestmag.com website.

You, the fans, decided the outcome. Through six weeks of laser bolts and Jedi mind tricks, tens of thousands of fans cast their votes for each battle, one-by-one knocking contestants off until there was only one character sitting atop the #1 spot.

**Who's the greatest sci-fi legend ever? Check out the following match highlights on the road to #1...**

**Round 1: Crow vs. Captain Kirk.** This shouldn't be close, but it is. The macho Kirk almost gets his butt waxed by the smart-talking, no-legs robot from "Mystery Science Theater 3000." But just when it looks hopeless, a well placed phaser blast finally fuses the right circuits. **Winner: Kirk with 51% of the vote.**

**Round 1: Jean-Luc Picard vs. Gorn Captain.** In a remake of one of the best classic Trek episodes, Picard matches wits and brawn with the rubbery reptilian Gorn. Kirk outsmarted the Gorn, so, of course, Picard would

too, and that much faster. Instead of gunpowder, Picard constructs a nuclear hand grenade out of uranium and a pineapple and, after one last try at diplomacy, eats fried lizard. **Winner: Picard with 77% of the vote.**

**Round 2: Terminator vs. Alien.** An extendible jaw and metal-melting drool might make for neat party tricks, but before the Alien can even gnaw through the outer layer of the Terminator's armor, Termi nails it with a half-dozen shotgun blasts to its bulbous bald head. It won't be back. **Winner: Terminator with 51% of the vote.**

**Round 2: Darth Maul vs. Johnny Mnemonic.** In the biggest blow-out of the tourney, the outclassed Mnemonic's virtual mind tricks couldn't stand up to a Sith assassin's real mind tricks. **Winner: Darth Maul with 92% of the vote.**

**Round 3: T-1000 vs. Luke Skywalker.** Telekinetic Jedi powers hold a wildly thrashing liquid Terminator at bay as the Force begins to squeeze and squeeze and squeeze. **Winner: Luke with 59% of the vote.**

**Round 3: Darth Vader vs. Yoda.** Two masters of the Force. One evil. One a muppet. It was a toss up. **Winner: Vader with 52% of the vote.**

**Final 8: Predator vs. Luke.** Invisibility means nothing to a Jedi Master who, at 100 paces, can sense a flea frolicking in wookiee fur. Luke's lightsaber adds another head to the Predator's collection; Pred just couldn't appreciate it. **Winner: Luke with 63% of the vote.**

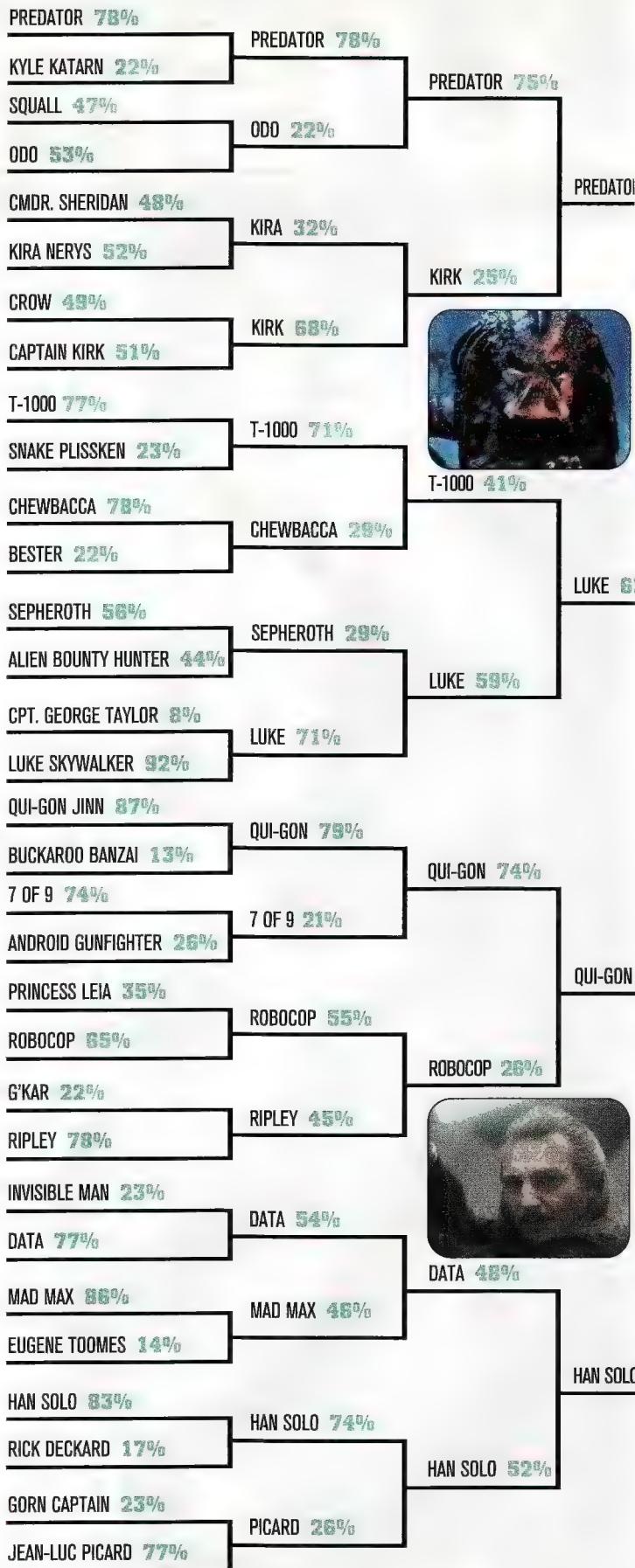
**Final 8: Obi-Wan vs. Darth Maul.** Obi-Wan splits the vote in his favor a la "Episode I." **Winner: Obi-Wan with 56% of the vote.**

**Final 4: Luke vs. Qui-Gon Jinn.** Too bad they never met, cause this would be a tough fight. But in a fan vote Luke's a legend and Qui is quickly gone. **Winner: Luke with 56% of the vote.**

**Final 4: Obi-Wan vs. Vader.** Hey, it's a time paradox: A young Obi-Wan fighting Darth 20 years prior to an elder Obi-Wan dying in a fight with Vader. Same result. **Winner: Vader with 73% of the vote.**

**The Finals: Luke Skywalker vs. Darth Vader.** Vader won round one in "The Empire Strikes Back." Luke took the second round in "Return of the Jedi." The third round? Well, since Luke got a little help in his second round victory with a repentant Vader, Darth makes quick work of his son and soon has him whining like the schoolgirl we all know he is.

*Despite the results, IQ Gamer disavows any knowledge of George Lucas bribes in the office. Though the jawa toilet paper is cool.*



37%

LUKE  
56%

3%

DARTH VADER  
55%LUKE SKYWALKER  
45%

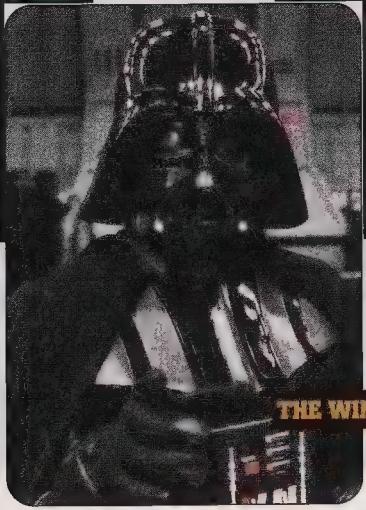
66%

QUI-GON  
44%

34%

OBI-WAN  
27%DARTH MAUL  
44%

THE WINNER!



VADER 84%

VADER 52%

VADER 91%

DARTH VADER 91%

SAMUS ARAN 9%

KOSH 33%

WORF 9%

WORF 67%

NEO 70%

NEO 31%

UNIVERSAL SOLDIER 30%

YODA 81%

YODA 69%

PAUL ATREIDES 19%

DR. WHO 43%

FLASH GORDON 41%

FLASH GORDON 57%

DR. EVIL 43%

KHAN 59%

KHAN 57%

T-800 16%

T-800 51%

T-800 81%

T-800 71%

\$6 MILLION MAN 19%

GORT 28%

ALIEN 43%

THE ALIEN 80%

BOBA FETT 87%

BOBA FETT 81%

QUAKE MARINE 13%

SIL 31%

DUKE NUKEM 18%

DUKE NUKEM 89%

AKIRA 35%

OBI-WAN KENOBI 80%

OBI-WAN KENOBI 65%

TRINITY 70%

TRINITY 20%

MOTOKO KUSANAGI 38%

SPOCK 78%

SPOCK 58%

BUCK ROGERS 21%

BORG QUEEN 77%

BORG QUEEN 41%

GORDON FREEMAN 23%

E.T. 44%

MNEMONIC 8%

JOHNNY MNEMONIC 56%

DARTH MAUL 82%

JUDGE DREDD 14%

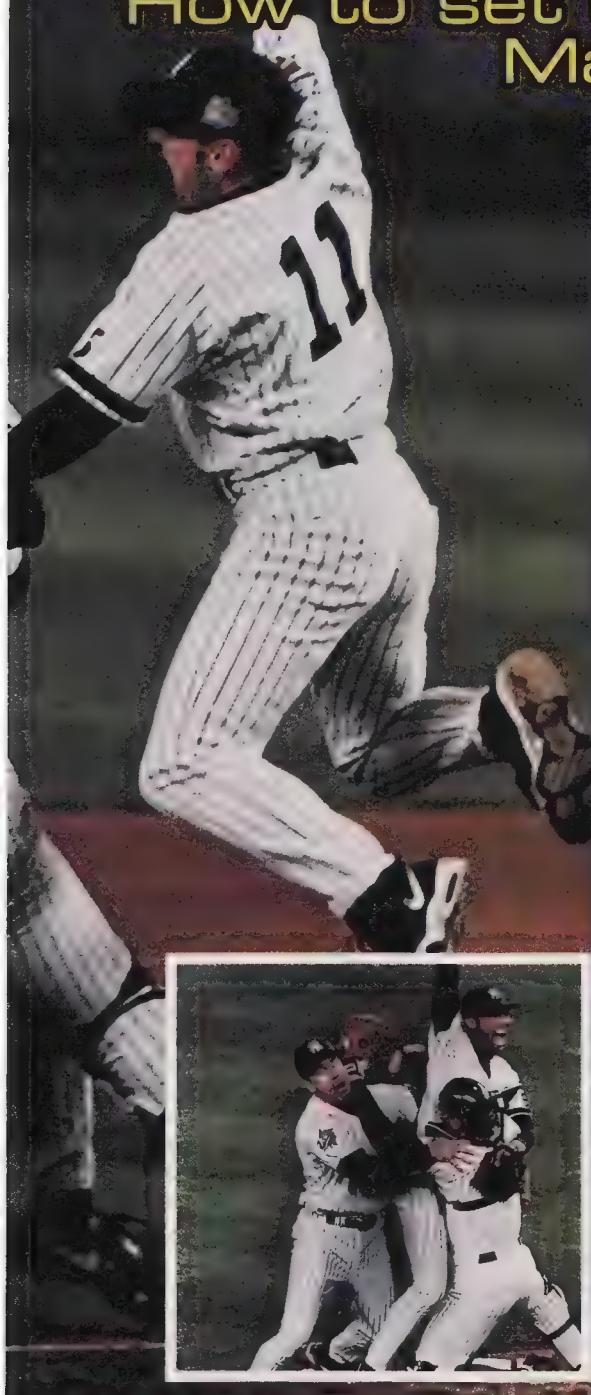
DARTH MAUL 88%



**GRAND SLAM** Magic won't set you back \$1,000 if you gather together a few friends and run a league.

# A League of Your Own

## How to set up your very own Magic tournaments



You're probably thinking, "I'm not a baseball player, so what does this have to do with me?" Well, it's all about the spirit of competition. You can apply the same principles of teamwork and sportsmanship to your Magic tournaments. And when it comes true, as in game two, your opponent spends 20 minutes tapping and drumming his hand and dancing through his library until he finds the right card for fun?

Even in today's environment of broken combos, you can still have fun playing *Magic* the way it was originally intended. All you need is a group of friends and a desire to play. If you follow our example...

### GETTING STARTED

If you want to kick-start a *Magic* league, all you need to do is follow these steps:

Step 1: Set the date. This one's the most important step. You'll need a minimum of four players, and you probably don't want to go any higher than 10.

Step 2: Set the location. There's an infinite number of ways you can play the league, but just nearly that many pages in *InQuest Gamer*. We've listed some of our favorite formats, but feel free to experiment.

Step 3: Set the rules. Yeah, this is where the money part comes in. Figure out how many cards you need and have everyone split the cost. Also, make sure you've got plenty of extra basic lands on hand. You'll need them in every round. In each round, you'll play every other player in the league once. If you're looking to play out the entire league in one afternoon or evening, one or two rounds is enough. If you wanna have a longer league, go for three or four rounds.

Step 4: Set up the board. You'll need a score sheet for each round. Set up a grid, with each player's name in the top row and left column. After a game, scan down the left column to find your name, then trace your finger over to the box that lines up with your opponent and mark whether you won or lost.

Step 5: Play the games. Once everything's set up, all that's left is actually playing the games, and that's the most fun part.

Step 6: Playoffs. To make things more interesting, have the top finishers advance to a playoff round. If you've got six or less players, the top two compete in a best-of-five championship. If you've got more than six, have the top four advance to a single-elimination playoffs. Play the first round best-of-three and the finals best-of-five.

Step 7: Prizes. You can either have everyone chip in for some extra

**By the IQ Gamer staff**

booster packs or you can have everyone return any rare cards they used in the league to a common pool. Then, draft off the rares one at a time in order of finish.

### VARIANT #1: DRAFT LEAGUE

The easiest way to run a league is to simply hand out cards and build decks, but it's more fun if you include a draft and allow everyone to customize the colors they'll play. For a standard draft league, each player starts with one starter deck. Crack open your deck, check out your cards and plan your drafting strategy.

Once everyone's ready, draft several more cards from booster packs. We recommend Rochester-style, which is detailed below, but you can use any method you prefer.

**Step 1: Rochester Draft.** First, randomly assign a number to each player. Next, you'll need two booster packs for each player in the league. Without looking at any of the cards, open all of the booster packs and place the cards in a stack, face-down. Now, you're ready to begin the draft.

Starting from the top of the stack, flip over two cards for each player and put them in the middle of the

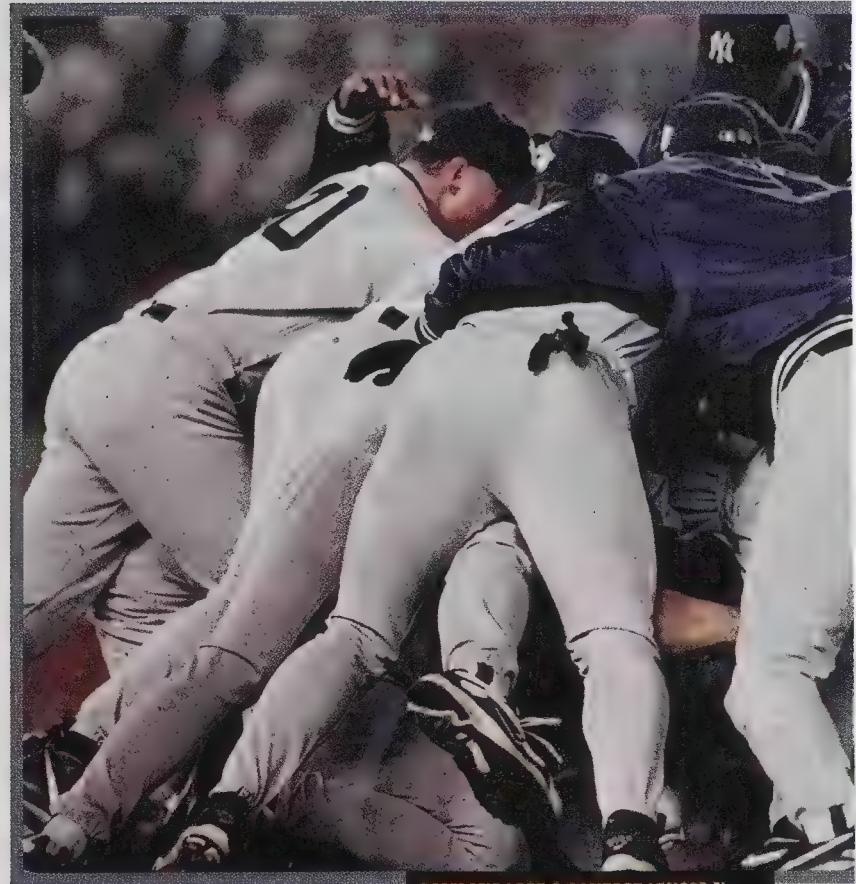


table. Starting with player #1, each player gets to pick a card, and then the order reverses. Then flip another set of cards and begin with player #2. For example, if you've got six people drafting, the first round would be 1,2,3,4,5,6,6,5,4,3,2,1, the second round would be 2,3,4,5,6,1,1,6,5,4,3,2, etc.

**Step 2: Deck Construction.** Once all the cards have been drafted, it's time for deck-building. The guidelines are simple: Your deck must have at least 60 cards, and you can pull whatever basic lands you need from a common pool.

**Step 3: Play!** You can play your games in any order, as long as you play everyone once before moving to the next round. Before each game starts, cut your opponent's deck and flip the top card of his deck face-up; that's the card you're playing for. If it's a basic land, you're out of luck. Win or lose, your opponent will get his land back. Of course, it could also be an awesome card—a card so good that your opponent doesn't want to lose it.

If you don't want to risk losing a good card that was flipped for ante, you can set it aside and flip over the next two cards of your library. Your opponent then chooses which

**SOMEONE LOSE A CONTACT LENSE?** No, we can't cure blindness, but we can give you five new ways to play *Magic*.

one he's playing for, even if it's another card you don't want to lose. Either way, all three cards are set aside for this game. If the winner chooses, he can then trade his prize back to the other player for another card that player offers in exchange.

### VARIANT #2: TAKE OUT THE TRASH

Here's another way to try league play—without having to bother with drafting or deck construction! Everyone starts with a random mix of cards, giving players a chance to find uses for cards they'd never imagine playing. Here's how it works:

Each player gets three 15-card booster packs and six of each basic land. Open the packs and shuffle all 75 cards together to create your starting deck. You're free to look through your deck, but you can't make any changes or take out any cards; you'll be tweaking your deck on the fly as you play.

When dueling, both players shuffle their decks and draw seven cards. Then, whoever gets to go first draws two cards. You get to keep one card and add it to your hand, but you have to discard the



other one. The discarded card goes to the "ditch pile," which is shared by you and your opponent, and your turn continues as normal. From now on, both players have a choice during the draw step. They can either draw two cards from their deck and ditch one or draw the top card of the ditch pile.

Other than that, the game is played as normal. When the game is over, you and your opponent get a chance to retrieve some cards back from the ditch pile. Count up the number of cards in the pile and divide by four, rounded up; that's the maximum number of cards each player can retrieve. For example, if there were 18 cards in the ditch pile at the end of the game, each player would get up to five cards back. You don't have to take the maximum number of cards, and leftover cards are permanently removed from the league.

At the end of each round—after everyone has played everyone else once—each player gets a new booster pack. Open the booster, pick up to nine basic lands of your choice and shuffle all those cards into your deck.

### VARIANT #3: DOUBLE TROUBLE

In this draft format, each player must build two decks. Each player gets a starter deck,

and you'll draft two more booster packs each, for a total of 75 cards, not including basic lands. From that pool of cards, you must build a pair of 40-card decks. Or, draft four boosters for a total of 105 cards and use a 60-card minimum. Either way, before each duel, both players roll a die or flip a coin to determine which deck they'll be playing for that match.

### VARIANT #4: EXPANSION SHOWDOWN

In this variant, each player chooses a different expansion. Each player gets three booster packs of his expansion. If you use *Homelands* or *Fallen Empires*, you get six packs; if you use *Alliances*, you get four packs. Then, draft two more booster packs each, using *Sixth Edition* so players have access to staples like Disenchant and Shatter. Your deck must be at least 60 cards.

### VARIANT #5: TEAM

This variant only works with an even number of players. First, pair everyone off into teams. Then, each player gets a starter deck. After looking through your deck, you can trade up to five cards with your teammate. Next, draft two more booster packs per player. During the draft, you and your teammate draft separately. Afterwards, you can trade up to five of the cards you just drafted with your teammate. From your final card pool, construct a 60-card deck. Your teammate does the same.

Play multiplayer games, with your teammate sitting opposite you. When you flip for ante, cut and flip the deck of the player to your left. That's the card you're playing for; your teammate is playing for the other one. Play the game like a normal multiplayer *Magic* game, except you can't attack your teammate and he doesn't count as an opponent. If you win, you must keep or trade your ante card back to its original owner; you can't give it to your teammate.

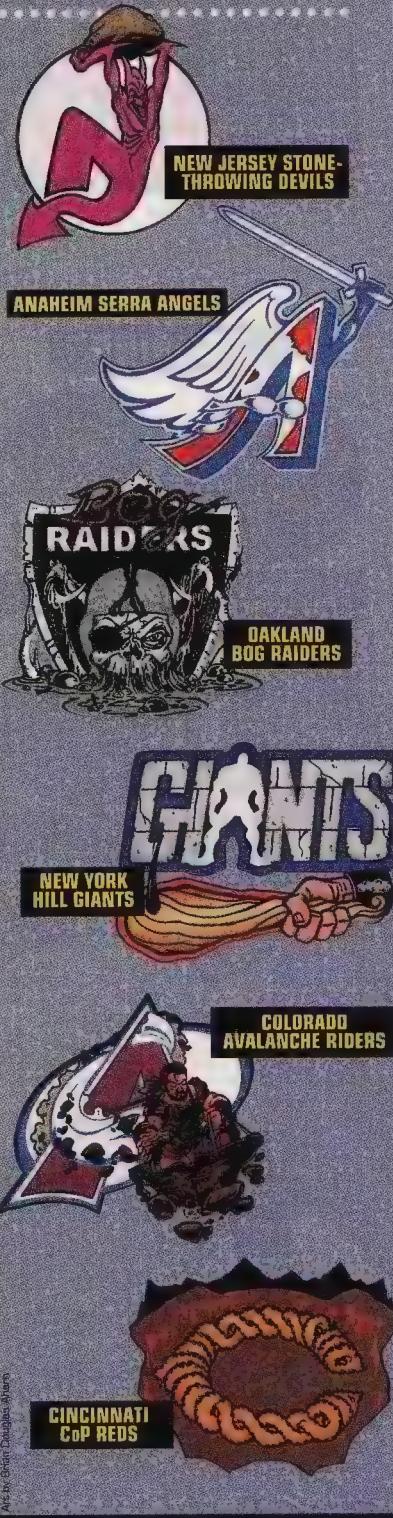
### NO MORE MASTICORE

Of course, these are just a few ways you can run your league. Feel free to experiment and devise your own variants; at *InQuest* HQ, we use a different format every time a new expansion debuts. No matter which variant you try, one thing is certain: it beats getting crushed by a Masticore for the eighth time in a row.

*The IQ Gamer staff has played Magic in just about every conceivable way, though the underwater variant still needs work.*

## primetime **MAGIC**

ESPN2 televisions *Magic*. We know Wizards of the Coast wants the grandfather of all CCGs to be an "intellectual sport." So we let our own imaginations fly and asked ourselves the question, "What if some of the world's most popular sports teams adopted *Magic*?" The results are kinda disturbing...



**IQ GAMER  
PRESENTS**

# **DAY OF RECKONING**

ONE DAY AT THE INQUEST GAMER OFFICES...



**STARRING**



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MIKE SEARLE



SENIOR EDITOR  
JEFF HANNES

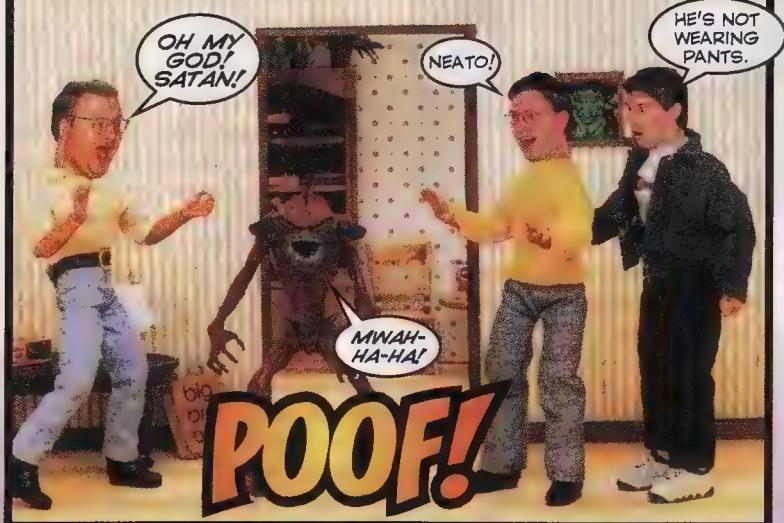


ASSOCIATE EDITOR  
BRENT FISHBAUGH



CONTRIBUTING  
EDITOR SATAN

SUDDENLY...



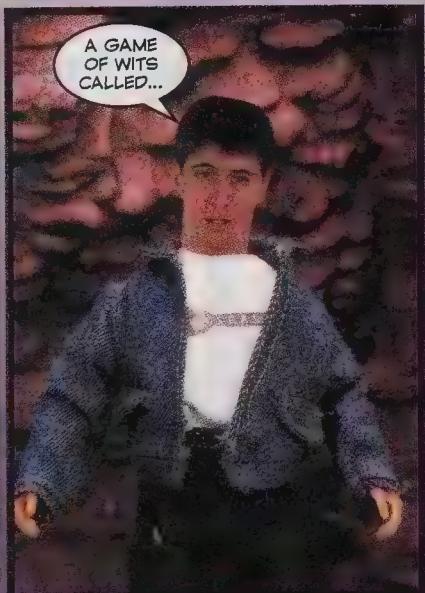
I HAVE COME  
TO FILL MY COFFERS  
WITH THE SOULS OF  
THE DAMNED!

AS THE HEAD  
EDITOR, YOU'LL DO  
NICELY, MICHAEL  
SEARLE!

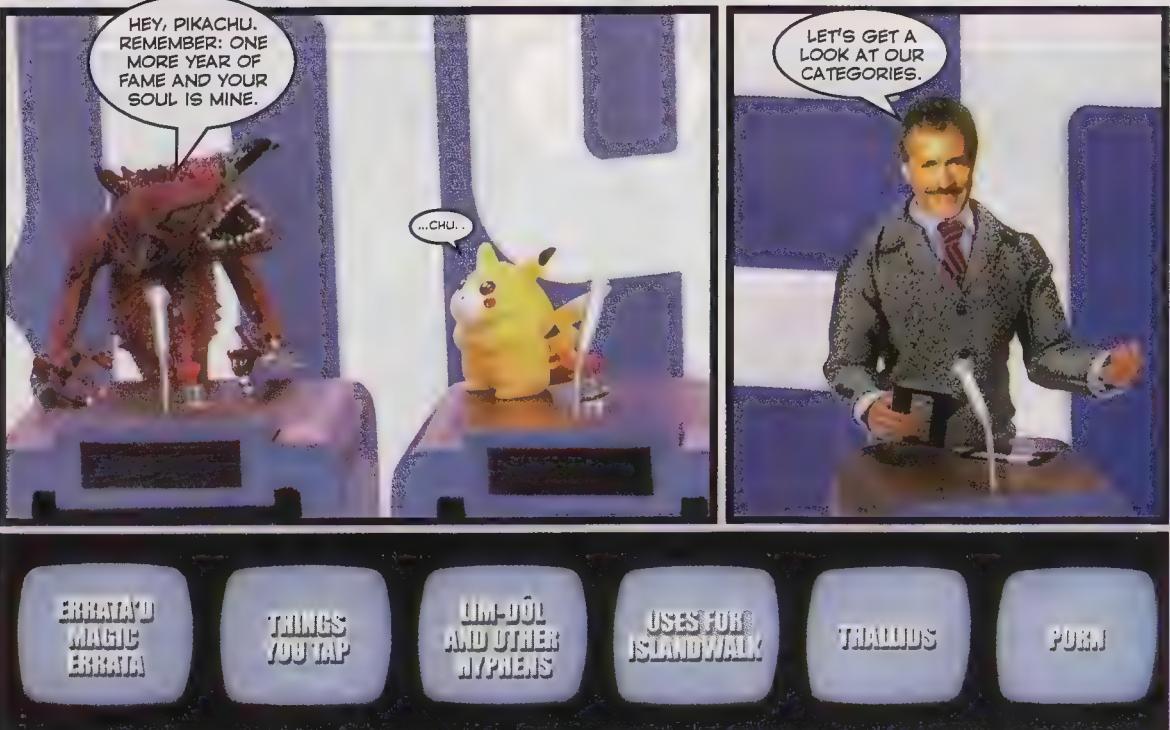
WAIT!



Photos by Paul Schneidt. Alex Trebek photo courtesy of the MPTV. Larry Wilcox and Erik Estrada photo courtesy of the Everett Collection. Telephotos photo courtesy of The Toy Baby Entertainment Co.



\*BA-BUMP-PISH\*

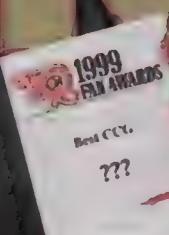






# INQUEST

THE GAMING MAGAZINE



## The 1999 InQuest Gamer Fan Awards

FREE SPELLFIRE CARDS! Vote in the biggest, baddest gaming awards on the planet and you could win free stuff.

## "ONE MAN CAN MAKE A DIFFERENCE."

And even though this pearl of wisdom came to us via the talking car in "Knight Rider," no truer words have ever been spoken. It happened last year when only one vote separated the "Hall of Fame" contenders, and this year, when a single gungan caused moviegoers everywhere to run screaming from theaters. You too can make a difference.

The important thing to remember with the *InQuest Gamer* Fan Awards is that YOU the fans—not store owners, critics or game designers—decide what's the best in gamedom. Since it's you who's deciding what was the tops of '99, feel free to write in your own votes. This is democracy at its purest form. GOD BLESS AMERICA! This ballot, unlike any other award in gaming, is decided by you, the fans who play the games. It's an awesome responsibility.

**DEADLINE: Friday, February 26, 2000**

## FOLLOW YOUR HEART... AND THESE INSTRUCTIONS

You can only vote for games released in 1999. *Magic: The Gathering* may be the best game you've ever played, but it can't be nominated for "Best CCG" since it came out in 1993, not 1999. Vote once in each category except the "Hall of Fame" division, either for one of the four game-related items *InQuest* has chosen or write in your own nominations; maybe you like *Beyond the Mountains of Madness* better than any of the listed nominees for "Best RPG Supplement."

If that's the case, we've provided a write-in slot just for you. However, votes for stuff released before or after 1999 will be shredded. If you don't know any of the entries in a category, feel free to leave it blank. If you like, you can photocopy the ballot—either so you won't mess up your magazine or to pass along to friends. You can vote by mail, or e-mail by heading over to our *InQuestMag.com* website. Winners will be announced in a future issue of *InQuest Gamer*. So find a clean envelope, smack a stamp on it and mail your ballot to:

### INQUEST GAMER FAN AWARDS

Wizard Entertainment  
151 Wells Ave.  
Congers, NY 10920

Vote electronically at [InQuestMag.com](http://InQuestMag.com)

FIFTY randomly selected voters will each receive a mystery gift pack, made up of stuff taking up space in the warehouse. At this moment in time, not even we know what we're going to put in it. Recipients of an inflatable Catherine Zeta-Jones doll or dead pokémon should not be surprised.

## THE BALLOT

STEP ONE: Check one box in each of the following categories. (That's it! There is only one step!)

### BEST CCG

- 7th Sea: No Quarter*
- Tomb Raider CCG*
- Young Jedi CCG*
- Pokémon*
- Write-in: \_\_\_\_\_

### BEST RPG

- 7th Sea*
- Aberrant*
- Brave New World*
- Sovereign Stone*
- Write-in: \_\_\_\_\_

### BEST BOARD GAME

- Tikal*
- Thunder's Edge*
- Ra*
- Disk Wars*
- Write-in: \_\_\_\_\_

### BEST COMPUTER GAME

- EverQuest*
- Baldur's Gate*
- Asheron's Call*
- System Shock 2*
- Write-in: \_\_\_\_\_

### BEST CARD GAME

- Overthrone*
- Lost Cities*
- Apples to Apples*
- Brawl*
- Write-in: \_\_\_\_\_

### BEST CCG EXPANSION

- Urza's Destiny (Magic)*
- Fossil (Pokémon)*
- Mouth of Hell (Doomtown)*
- Blaze of Glory (Star Trek CCG)*
- Write-in: \_\_\_\_\_

### BEST RPG SUPPLEMENT

- Wraith: The Great War*
- Axe of the Dwarfish Lords*
- Delta Green: Countdown*
- Star Trek RPG*
- Write-in: \_\_\_\_\_

### FAVORITE ARTIST

- rk post*
- Clyde Caldwell*
- Greg & Tim Hildebrandt*
- Pete Venters*
- Write-in: \_\_\_\_\_

### FAVORITE CHARACTER

- Pikachu (Pokémon)*
- Squee (Magic)*
- Darth Maul (Young Jedi)*
- Hitome (L5R)*
- Write-in: \_\_\_\_\_

### COOLEST MOMENT

- The Patriot is executed (Brave New World)*
- The Whateleys open the gate to Hell (Doomtown)*
- Hitome kills Lord Moon (L5R)*
- Year of the Reckoning (World of Darkness)*
- Write-in: \_\_\_\_\_

### HALL OF FAME

- (vote for two)
- Axis & Allies*
  - Call of Cthulhu*
  - Champions*
  - Diplomacy*
  - Vampire: The Masquerade*
  - Warhammer (miniatures)*
  - Star Trek CCG*
  - Star Wars CCG*

**VOTE AND MAKE A DIFFERENCE!**

# Killer Decks

## Ode to Squee

by Randy Buehler

**J**ust what the heck is a Nabob, anyway? Believe it or not, lowly Squee, Goblin Nabob might be the most powerful card in all of *Mercadian Masques*. He's just a 1/1 creature for three mana, but check out that special ability—he's a never-ending supply of cards that you can turn into a 1/1 creature if you really need one. Hmm, how does that match up with land destruction?

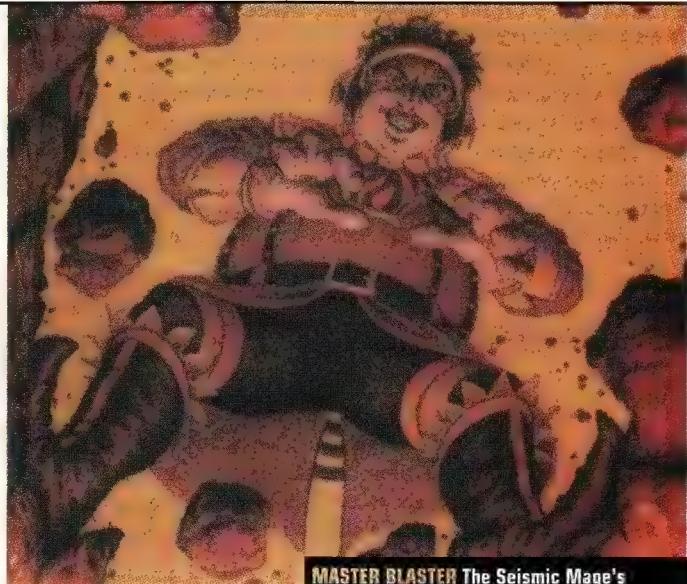
### How to Play

In the "Stone Cold Squee" deck, Squee does it all. Every Squee you draw means you can upkeep Masticore without losing any cards from your hand (other than Squee). You have to get the timing right though. Here's exactly how it works: Squee is in your graveyard. At the beginning of your upkeep put Masticore's upkeep on the stack and then put the return of Squee on top of that. Now let the stack resolve—first Squee returns to your hand and then you can discard him to keep Masticore around.

Seismic Mage is also insanely powerful in combination with Squee. The Mage allows you to pay 2R, discard a card and tap him in order to destroy one of your opponent's lands. If you choose to discard Squee then he'll come back next turn and you can repeat the process. Eventually you'll blow up all your opponent's land without ever discarding any cards other than Squee.

However, the best way to combine all these uses is in a mono-red land destruction deck. Red provides direct-damage spells that can be used to remove whatever creatures your opponent gets out before you start blowing up his land or just to kill your opponent. Red also has the most and best land-destruction spells: Stone Rain, Pillage and Avalanche Rider, so you'll never be at a loss for artillery.

Your overall strategy with this deck is fairly straight-forward: Try to paralyze your opponent by blowing up every single land he plays. If he doesn't have any land on the table, it should be really hard for him to kill you and quite easy for you to kill him. Should your regular land-destruction spells fail, you've got the back-up Dust Bowl and Rishadan Port lands to lock down mana. The Dust Bowl can hamper any foe using nonbasic lands, so if you have no other land-destruction



**MASTER BLASTER** The Seismic Mage's two favorite activities: eating beans and blowing up land.

spells to play, don't hesitate to sacrifice one of your lands; you can cast your creatures later. Same deal with the Rishadan Port. It's more important to shut your opponent down by tapping lands during his upkeep than it is to build your offense.

Don't be afraid to take some early damage while you cast your land-destruction spells. It's important to try to disrupt your opponent's mana development quickly, before he can cast all the spells that are in his hand. Try to cast Shock and Powder Keg before you get to the three-mana mark since that's when your land destruction starts kicking in. From then on you should always blow up as many lands as possible before taking time off to kill any creatures which have sneaked into play. After that you can win by attacking with creatures or by recursing the Hammer Of Bogardan.

Whenever you cast an Avalanche Rider, the following turn you'll have to decide whether to pay its echo or not. The answer is simple: If you have other means of land destruction in play or in your hand, don't pay the echo. Against anything but a swarming weenie deck, you always want to hit your opponent with more mana blasting.

### the deck

#### ARTIFACTS

3 Masticore

2 Powder Keg

#### RED

4 Avalanche Rider

4 Hammer Of

Bogardan

4 Pillage

4 Seismic Mage

4 Shock

4 Squee, Goblin

Nabob

4 Stone Rain

#### LANDS

4 Dust Bowl

4 Ghitu

Encampment

15 Mountain

4 Rishadan Port

#### SIDEBOARD

2 Arc Lightning

2 Cave-In

2 Hammer Mage

1 Masticore

4 Rack Arid Ruin

2 Thran Foundry

2 Two-Headed

Dragon

#### SUBSTITUTIONS

Hammer of

Bogardan

Arc

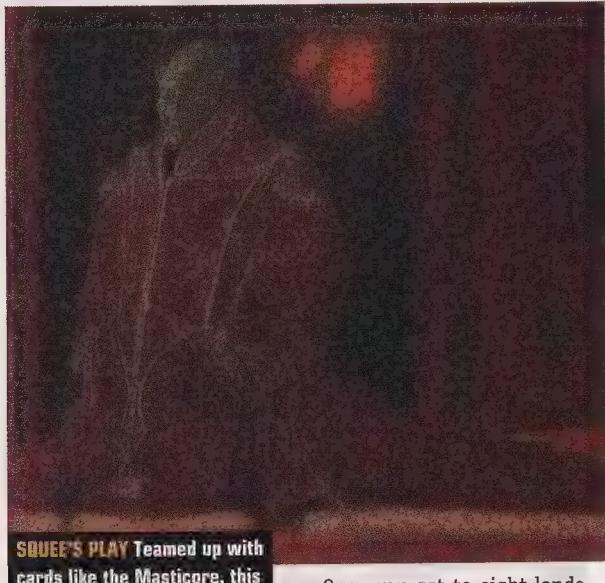
Lightning

Masticore

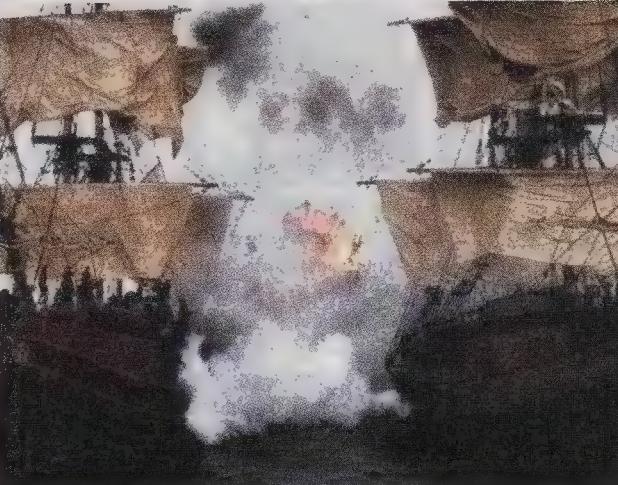
Rishadan Port

Hammer Mage

Fire Diamond



# the non-killer deck **THEME DECK**



**SQUEE'S PLAY** Teamed up with cards like the Masticore, this deck proves itself unbeatable.

Once you get to eight lands—enough to retrieve and cast the Hammer in the same turn, consider hanging onto your extra Mountains to fuel your Seismic Mages or Masticores. Although Squee can do the job, it doesn't hurt to have backup.

### Weaknesses

A significant weakness of this deck is that all your land destruction costs at least three mana. That means that your opponent will usually be able to cast whatever cheap spells he draws, especially at the beginning of the game. You'll have to rely on your creature-kill spells and sideboard extra elimination to cope.

Your mana-deprivation strategy will hit a snag if your opponent has artifact mana like the various colored Diamonds or Thran Dynamo. You can use Pillage and Powder Keg to blow those up; remember, you don't have to put a counter on the Keg if you want to keep it at a certain casting cost. If your opponent has a lot of artifacts, then you might not be able to prevent him from casting key spells. You'll want to remove your Shocks, since decks like that rarely have small creatures, and add in more artifact removal from your sideboard. Think of it as land destruction specially geared up against artifact mana.

### How to Sideboard

Against speedy weenie decks, swap in your Arc Lightnings, Cave-Ins and the fourth Masticore. You'll probably want to take out Stone Rain in those match-ups since you'll need all your creature elimination and it's less effective than the Avalanche Riders who can block weenies.

When you run into other red decks, the best thing you can do is bring in large creatures that are too big for them to burn. Two-Headed Dragon is my current favorite, although Orgg is also quite good. The last card in your sideboard is the graveyard-removing Thran Foundry. You can use it against Replenish decks, Yawgmoth's Will decks or to get rid of an opponent's Squee.

Land destruction decks aren't a whole lot of fun to play against, but if you want to harness the full power of the all-mighty Squee and crush unsuspecting opponents, then this deck is the way to do it. Good luck and be kind.

If Randy were a Magic Writer Nabob, that would mean he was the commander of an army of Magic writers in India under the Mogul empire. Huh?

### AHOY MATEY!

What's left after you destroy all the land in the world? Waterworld? Well, I couldn't really come up with a bad Kevin Costner movies theme deck, despite there being plenty of fodder, so instead I've put together a pirate deck. *Mercadian Masques* has a lot of theme deck potential and it wouldn't be hard to put together a *Masques*-only pirate deck, but I couldn't resist a few obvious cards from other sets. "Ahoy Matey" is surprisingly playable for a theme deck, and it would be Standard legal, but I couldn't possibly leave out *Pirate Ship*!

■ Randy Buehler, Cotton Swabber

### THE PIRATES

2 Kukemssa Pirates	2 Rishadan Brigand
3 Pirate Ship	2 Rishadan Cutpurse
1 Reef Pirates	2 Rishadan Footpad
3 Rishadan Airship	

### STRANGE MONSTERS

1 See Monster	1 Tidal Kraken
---------------	----------------

### SHORE TROUBLE

2 Bribery	1 Rishadan Pawnshop
1 Hoodwink	1 Shoving Match
1 Misdirection	1 Waterfront Bouncer
1 Port Inspector	

### SAILING THE SEAS

2 Coastal Piracy	1 Trade Routes
1 Crooked Scales	4 Treachery
1 Embargo	1 War Tax

### DESTINATIONS

23 Island	2 Rishadan Port
-----------	-----------------

More **KILLER DECKS** for your other favorite CCGs ➤

# KillerDecks<sup>2</sup>

## Doktor Psyfire

by Kent David Kelly

Welcome "Celebrity Deathmatch" fans! Tonight, we'll witness the horrifying drama of the final epic conflict: "The Irresistible Force" Scyther versus "The Unmovable Object." Who are we talking about? You all know him. He smiles... He waves... He pretends he's trapped in an invisible box... Yes Deathmatchers, prepare yourselves for the unstoppable girly man himself—the malevolent Mist-ah Mime! Inspired by Gandhi, with body by Play-doh, this poké is sure to be the millennium-ending nemesis we've all been waiting for. Spotlight center, monster fans. It's showtime!

### Deck Concept

The "Doktor Psyfire" deck is all about damage control. Your primary objective is to shut down the game with a nasty, defensive lock down. To do this, all your pokémon have amazing "wall" mechanisms: Chansey scrunches to avoid all damage; Mr. Mime's invisible wall shuts down your opponent's heavy hitters, and your entire Gengar line is resistant to fighting. Even better, Haunter's transparency and Magmar's smokescreen will make half of your opponent's attacks do nothing!

But that's not all. While Psyfire's army makes your opponent grumble in frustration, your trainers will make him tear his hair out. Your deck is designed to make your rival's active pokémon totally useless. Eventually, these wall-stall tactics will produce the nightmare combo—a Magmar up front and a Gengar on the bench. Game over!

### How to Play

Containing and controlling your opponent's attacks is your first concern. To do that, you must choose your active pokémon wisely. If your opponent is playing a fighting deck, open with Gastly. If you're energy-hosed or he's playing a heavy hitter like Scyther, Mr. Mime is the way to go. Against smaller grass pokémon, use Magmar. And if the opposition looks like it'll be building up fast, slow 'em down with Chansey. If you don't know what you'll be facing, Magmar or Chansey is your best bet. No matter what your opening draw, Pokémon Trader will help you make these tough decisions.

Once you've matched up your rival's pokémon with one of your bad boys, he'll try to run away or beat you



**MAIMED BY THE MIME** This guy shuts down your opponent's deck while you build your killer combo.

up. And that's what your trainers are for. Always make the matchup as difficult for your opponent as possible, using Gust Of Wind and Super Energy Removal to fix your fights. If, for example, you have Mr. Mime and your foe has Charizard on the bench, just Gust up Charizard and remove his fire. Not only will his lizard be powerless, he can't even retreat without energy. This tactic buys you valuable time to build up your bench.

Of course, that trick only works on pokémon that do lots of damage. Against fast, nasty pokémon like Electabuzz, you'll either want Chansey or Magmar. Either way, Scoop Up will buy you several extra turns. Play Chansey if you need time to solidify your position, but to attack, Magmar is much better.

Normally, getting enough energy to fuel Magmar's smog attack in a two-color deck is tricky, but three copies of Energy Search should take care of that problem. Just use smokescreen until you have two fire energy and then use smog every turn. Remember that an enemy pokémon remains poisoned until it retreats and it needs energy to retreat. Pick a big, juicy target and use your Super Energy Removals to finish it off. If things get ugly, just Scoop your Magmar and go into stall mode to rebuild.

Meanwhile, your Gengar line supports you no matter what; each has unique abilities that help you prepare the game-winning lock. If your opponent is playing Energy Removal, use Gastly's energy conversion. Gastly will also help you play Super Energy Removals and repower any pokémon you Scoop. Haunter's transparency is one of the best shields in the game, and you can still use Nightmare every turn. But the real evil

### the deck

#### POKÉMON

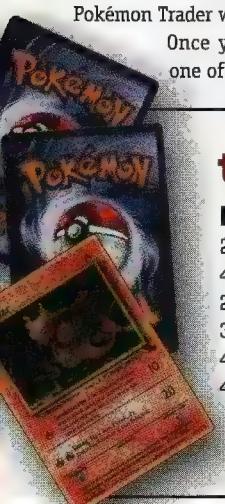
- 2 Chansey
- 4 Gasty [Fossil]
- 2 Gengar
- 3 Haunter [Fossil]
- 4 Magmar [Fossil]
- 4 Mr. Mime

#### TRAINERS

- 3 Energy Search
- 3 Gambler
- 3 Gust Of Wind
- 3 Pokémon Trader
- 3 Scoop Up
- 4 Super Energy Removal

#### ENERGY

- 8 Fire Energy
- 14 Psychic Energy



the non-killer deck  
**THEME DECK**



**MARKED FOR DEATH** Gengar chooses which Pikachu goes to market, and which one goes all the way to the discard pile.

Why? He'll win you the game. By this time, your opponent will have spent a lot of resources trying to beat down your mega-defenses. But once you have Magmar active and a benched Gengar, just Gust out his weakest pokémon. Magmar's poisoning smog will give it a huge pile of damage counters. However, don't kill your prey right away; use Super Energy Removal to keep it from retreating. Then, use Gengar's curse to shuffle damage from your victim onto those losers cowering on your opponent's bench. The game will end by the time you run out of breath from cackling wildly.

The best defensive situation you can set up is having a pair of Mimes in play—one on the bench and one up front. If both your Mimes are damage-free, your opponent won't be able to knock out your active one with a single blow. If your opponent nicks your active Mr. Mime for 10 or 20 damage during his turn, either retreat your wounded Mime and replace it with a fresh one, or use Scoop Up, plopping the one you picked up back onto your bench. With three or four Mimes in play, the annoyance is multiplied—the more Mimes you get into play, the more batty it'll drive your opponent. Just be wary of Gust Of Wind if you're not using Scoop Up to swap Mimes.

However, never rely on any one pokémon too much. If you waste too many of your resources trying to save somebody, you're going against the grain of the deck.

Also, never play yourself out so hard that only a Gambler can save you. If you set up properly and play cleverly with Super Energy Removals, Gusts and Scoops, you'll have more than enough opportunity to set up the win.

### Weaknesses

Most popular decks will crumble under your passive-aggressive, Gandhi-like assault. Even the most powerful basic pokémon—Hitmonchan and Scyther—will be completely under your hypnotic thrall. "Raindancing" Blastoise decks are easily shut down by Mr. Mime, but other stall decks can be downright annoying. If your opponent tries to stall you out, Gust and use Magmar to poison his Mimes, then go back into business. If he has the deadly Moltres, use Gambler sparingly. Wait it out and finish off the critters with Gengar and Super Energy Removal.

genius you're after is "Doktor Psyfire" himself—Gengar.

### DR. POKÉ-EVIL

**E**nough about Doktor Psyfire. This deck is the Diet Coke of evil. Use your disturbing little Mankeys and sardonic Hypnos to spy on your opponent's cards and use Impostor Professor Oak and Lass to send them time-traveling back to their decks. Gust Of Wind and Energy Removal will keep your rival from doing anything shagadelic whatsoever. When you decide he's finally had enough, smack him around with a Scyther or Primeape. Then, look him in the eye, sigh and say "it got weird, didn't it?" ■ Kent David Kelly

### POKÉMON (17)

- 4 Drowzee (Elvis Costello)
- 3 Hypno (Fossil version) (Young #2)
- 4 Mankey (Mini-Me)
- 3 Primeape ("Dead sexy.")
- 3 Scyther ("So, Hitmo, you want to wear the daddy pants?")

### TRAINERS (20)

- 4 Bill (Austin Powers)
- 4 Energy Removal ("Crikey, I've lost my mojo.")
- 3 Gambler ("Throw me a frickin' bone here.")
- 3 Gust of Wind ("Grrr... Come here, baby.")
- 3 Impostor Professor Oak (Dr. Evil)
- 3 Lass (Felicity Shagwell)

### ENERGY (12)

- 3 Double Colorless Energy ("Laser")
- 9 Fighting Mojo
- 11 Psychic Mojo

# DECK BUILDING 101

## Highlander

by Jeremy Smith

"There can be only one!" This quote, from the movie "Highlander," also defines the Highlander format for *Magic* decks. Instead of sticking to the normal four-copy-per-card limit outlined in the *Magic* rulebook, Highlander rules set a deck limit of one copy of any card besides basic lands. This completely hoses some strategies, like combo decks, but also allows a number of cards to be played which would otherwise never see the light of day.

### 1. Theme

While a Highlander deck can take many forms, the aim of this deck is rather straightforward: beat your opponent down with creatures of various sorts while holding off his threats with removal spells like Arc Lightning and Disenchant. You'll often go in for the final blow with a direct-damage spell like Blaze or Earthquake.



**MERRY KRIS MAGE** You couldn't ask for a better gift-wrapped present for this deck, a spellshaper that can deal one damage a turn to any target.

### 2. Colors

Since the deck-building strategies involved here are quite similar to those found in limited formats like sealed deck and booster draft, I decided to focus around the main components of those formats—creatures and creature/permanent removal. The two colors in this deck, red and white, combine a solid base of quick creatures with nice attributes, like Mother Of Runes and Kris Mage, with the ability to remove virtually any threat your opponent will throw your way with cards like Wrath Of God and Earthquake.

### 3. Creatures

Your main objective is to beat your opponent down quickly, so there are a lot of creatures in this deck. To maximize the chances of playing a creature on each of the first few turns, I included 17 creatures that cost two or less mana and only eight that cost more.

The one-cost creatures are quite a varied lot. Obviously, none will have a real game-breaking ability—you get what you pay for—but I went with the most useful ones without heinous drawbacks. In red, for example, I chose Goblin Digging Team, a 1/1 that you can sac to get rid of annoying walls, and Kris Mage, a 1/1 spellshaper that deals one damage to any target.

For white, I went with guys like Ratosian Sergeant, a 1/1 that can start a chain by rooting out more expensive rebels, and

## the deck ONE OF A KIND

### ARTIFACTS

- 1 Masticore
- 1 Thran War Machine
- 1 Ticking Grönies

### RED CREATURES

- 1 Goblin Digging Team
- 1 Goblin Patrol
- 1 Goblin War Buggy
- 1 Kris Mage
- 1 Mountain Goat
- 1 Raging Goblin

### RED SPELLS

- 1 Arc Lightning
- 1 Blaze
- 1 Earthquake
- 1 Gamble
- 1 Parch
- 1 Reckless Abandon
- 1 Shock

### WHITE CREATURES

- 1 Charmed Griffin
- 1 Expendable Troops
- 1 Field Surgeon
- 1 Fresh Volunteers
- 1 Longbow Archer
- 1 Monk Realist
- 1 Mother Of Runes
- 1 Nightwind Glider
- 1 Radiant's Dragoons
- 1 Ratosian Lieutenant
- 1 Ratosian Sergeant
- 1 Resistance Fighter
- 1 Serra Zealot
- 1 Steadfast Guard
- 1 Sustainer Of The Realm
- 1 Thermal Glider

### WHITE SPELLS

- 1 Disenchant
- 1 Pacifism
- 1 Waylay
- 1 Wrath Of God

### LANDS

- 1 Drifting Meadow
- 10 Mountain
- 11 Plains
- 1 Rishadan Port
- 1 Smoldering Crater

# HONOR ROLL

Mother Of Runes—perhaps the best one-cost creature in Standard-legal sets—a 1/1 that can tap to give any of your creatures protection from a color of your choice until end of turn.

The two-cost level includes some slightly larger and more powerful creatures. Only one is red—they're the breaks when you have a limited card pool—Goblin War Buggy, a 2/2 with haste and echo. In white, Longbow Archer is a 2/2 first striker that can block flying creatures, Monk Realist is a 1/1 that destroys an enchantment when it comes into play, Expendable Troops is a 2/1 that can sacrifice to deal two damage to any attacking or blocking creature, and Field Surgeon is a 1/1 that allows any of your creatures to tap to prevent one damage to any of your creatures.

Going up on the mana-cost scale, we have three three-cost creatures—Nightwind Glider, a 2/1 protection-from-black flyer; Thermal Glider, a 2/1 protection-from-red flyer; and Ticking Gnomes, a 3/3 echoer that can sac to deal one damage to any target.

Finishing off the creature base, there are five that cost four mana. Charmed Griffin, a 3/3 flyer with the small drawback of letting your opponent play an enchantment or artifact from his hand for free, and Sustainer Of The Realm, a 2/3 flyer that gains +0/+2 when it blocks, bolster your air force. Radiant's Dragoons, a 2/5 echoer that gives you five life when it enters play, and Thran War Machine, a 4/5 echoer that must attack every turn if able, give you some fat to work with. And Masticore, perhaps the best creature in the Standard format, is a 4/4 regenerator that can ping a creature repeatedly for two mana a whack.

## 4. Spells

Red's bevy of direct damage is well represented here. Blaze, Shock, Parch, Reckless Abandon and Arc Lightning are all effective forms of spot removal, while Earthquake can clear the board of all ground creatures in one shot. The other red spell, Gamble, lets you search out any card from your library—an ability that can never be discounted.

The white spells also focus on removal and neutralization. Pacifism keeps any creature from attacking or blocking, while Wrath Of God clears the table of every creature. Waylay, an instant for three mana, gives you three 2/2 blockers that can take out three opposing attackers—3-for-1 card advantage is "some good," as the pro players would say—or kill off a huge threat by blocking together. Finally, Disenchant removes any nasty enchantment or artifact threats your opponent can throw your way.

## 5. Lands

Only three non-basic lands merited inclusion. Rishadan Port, probably the best land in *Mercadian Masques*, lets you tap any land by tapping it and one more mana—pretty handy when your opponent is short on mana or has one of the nasty *Urza's Legacy* "man-lands" threatening you. Drifting Meadow and Smoldering Crater give you a bit of card-drawing with their cycling ability. Ten Mountains and 11 Plains finish off the mana base.

You'll be able to head off your opponent with the wide array of threats this deck holds. Hopefully, you'll be victorious before a "Highlander" movie sequel debuts. 

Jeremy Smith ([jeremysm@roundtable.cif.rochester.edu](mailto:jeremysm@roundtable.cif.rochester.edu)) wants to build a deck with zero copies of each card.

In this Highlander deck, there's only one way to play your key cards the right way:



**ARC LIGHTNING:** For just three mana, you get three damage to split up any way you want. With the large number of one-toughness creatures you'll probably see, this can net you three creatures for just one spell, and it can kill your opponent too.



**EARTHQUAKE:** This spell will help you get rid of virtually any ground threat your opponent has. Of course, it'll kill yours off too, so make sure not to play it unless you're behind on creatures or are within striking distance of ending the game in one shot.



**MASTICORE:** A 4/4 for only four mana is a pretty good deal. Throw in regeneration and the ability to ping any creature repeatedly, and it's nothing short of amazing. Even the drawback of discarding each turn barely hinders the awesome power of this creature.



**MOTHER OF RUNES:** "Mommy," who can tap to give any of your creatures protection from a color, can keep your creatures alive, make a creature unblockable versus a mono-colored deck or destroy a pesky creature enchantment.



**RAMOSIAN LIEUTENANT:** This deck has five other rebels in it, and the Lieutenant can grab all five of them from your library. For the full effect, use the ability either to throw out a quick blocker or at the end of your opponent's turn.



**WAYLAY:** As with Arc Lightning, Waylay also gives you the possibility of taking out three of your opponent's creatures for just one three-mana spell. This card is effective creature removal.



**WRATH OF GOD:** The panic button of the deck, Wrath can completely turn around the game. For maximum advantage cast this when you're behind on creatures.

# TEST YOUR SKILLS: THE WORLD'S WORST MAGIC PLAYER NEEDS YOUR HELP.

WORST MAGIC  
PLAYER

## THIS MONTH'S CHALLENGE:

### OLDIES BUT GOODIES

Eugene T. Dudley, the world's worst Magic player, is fond of the good old days.

Sure, he used to get waxed by Channel/Fireballs and nailed with first-turn Mind Twists, but he also got to play with Wood Elementals and Squires when they were still tournament legal. Lost in reflection, Eugene has taken a severe beating from Crystal "Chimes Of Doom" Thompson. Down to only two life, Eugene's goal at this point is just to try to recreate some his favorite creatures of days past.

Unfortunately, he doesn't know where to start. Can you transform Eugene's creatures into classic favorites by changing their power and toughness and abilities?

#### KEEP IN MIND THE FOLLOWING:

- Essence Flare causes you to put a -0/-1 counter on the creature it enchant during your upkeep. The counter stays even if you get rid of the enchantment later.

• We've given you a sneak-peek of things to come: Eugene is actually going to draw the Invigorate during his draw step. Right now it's the beginning of your turn.

• Remember: Each transformed creature must have exactly the same power, toughness, color, special abilities and restrictions as the creature you're copying. Don't overlook things like the Sea Serpent's islandhome restriction.

• Don't worry about transforming the Walking Sponge; he's just there to help out.

• The creatures you're trying to recreate are Cockatrice, Juzam Djinn, Pirate Ship and White Knight.

## CARDS IN HAND

- 1 Disenchant
- 1 Fire Whip
- 1 Flickering Ward
- 1 Invigorate
- 1 Prismatic Lace
- 1 Sick And Tired
- 1 Wanderlust
- 1 Web

## CARDS IN PLAY

- 1 Deathgazer
- 1 Grim Monolith
- 1 Phyrexian Splicer
- 1 Power Matrix
- 1 Scathe Zombies
- 1 Sea Serpent w/Essence Flare
- 1 Tundra Wolves
- 1 Walking Sponge

## LANDS

- 1 City Of Brass
- 2 Forest
- 3 Island
- 3 Plains
- 3 Swamp

## ENTER THE CONTEST

Mail in your step-by-step solution to:



**DEAD MAN'S HAND**  
**"OLDIES BUT GOODIES"**  
**c/o INQUEST GAMER**  
**PO BOX 118**  
**CONGERS, NY 10920-0118**

The winner, randomly chosen from all correct entries, will snag a box of Mercadian Masques. All entries must be postmarked no later than January 31, 2000.

## LAST MONTH'S "MONKEY BUSINESS" SOLUTION:

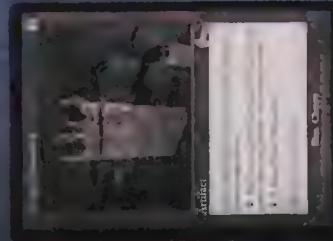
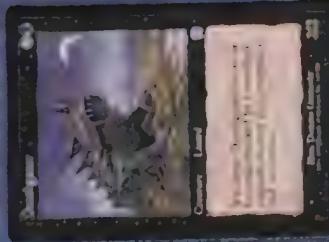
Through monkeying around, Eugene was trying to get as many monkeys into play as possible. Here's the best he could come up with:

- At the end of your opponent's turn, tap the Vine Trellis and the Skull Of Ramos. (1 black, 1 green in mana pool.)
- Activate the Bog Witch, discarding the Nether Spirit to add BBB to your pool. (3 black, 1 green.)
- Cast the Simian Grunts. Sacrifice the Monkey Cage and put three ape tokens into play. (1 black.)
- You take a point of mana burn, and your turn begins.
- Untap all your lands.
- During your upkeep, return the Nether Spirit from your graveyard to play.
- During your main phase, tap all your lands and the Vine Trellis for mana. (10 green, 2 black in pool.)
- Cast Bifurcate on your Bog Witch to search your deck for another Bog Witch and bring it into play. (8 green.)
- Cast the Uktabi Orangutan, destroying the Jungle Diver. Return the Monkey Cage to your hand. (5 green.)
- Cast the Monkey Cage.
- Sacrifice the two Bog Witches and the Nether Spirit to bring the Deirach into play.
- Sacrifice the Monkey Cage and put seven ape tokens into play.
- You've now got a total of 13 monkeys in play—10 from the Monkey Cage, the Gorilla Warrior, the Simian Grunts and the Uktabi Orangutan. That's more than a barrel full!

Photo by Paul Sternici. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.



**CLASSIC CARDS** Can you turn these lesser creatures into old favorites like the Juzam Djinn and Cockatrice?



# BASIC TRAINING

## 7th Sea RPG

by Gareth-Michael Skarka

**A**lderac Entertainment's *7th Sea* is one of the most popular RPG releases of '99. The combination of swashbuckling adventure, courtly intrigue and powerful sorcery have combined into a setting that appeals to many gamers' inner pirate or musketeer.

The game is set on the world of Théah, a setting described as a "distant cousin" to Europe during the late 17th century. The setting is familiar enough to most gamers to be immedi-

**PUBLISHER:** Alderac Entertainment Group (AEG)

**GENRE:** High Seas Fantasy

**RELEASE:** June 1999

**LEAD DESIGNERS:** John and Jennifer Wick

**CONTACT:** [www.7thsea.com](http://www.7thsea.com)

ately accessible, with clear analogs to the nations of Europe—France appears as Montaigne, Spain as Castille, England as

**UNHOLY ALLIANCE** Pirates, mages and musketeers plot, scheme and duel in the world of *7th Sea*.



Avalon, etc.—yet at the same time, the use of a fantasy setting frees players and gamemasters alike from the constraints of adhering to historical fact.

The game is being supported with the same completeness that AEG has bestowed upon their other historical fantasy RPG, *Legend of the Five Rings*. Each of the Théan nations are to be the subject of their own sourcebook release, as are each of the secret societies characters are able to join. At Gen Con in Milwaukee last summer, AEG also released *7th Sea: No Quarter*, the CCG tie-in to *7th Sea*, bringing a piratical flair to card play as well as tabletop roleplaying.

## CHARACTER CREATION

The characters in *7th Sea* come in two basic varieties: swordsmen and sorcerers. The character creation system is geared in such a way that a viable character will be either skilled with weapons or magic. The point costs incurred during character creation ensure that a player can be one or the other, but not both. Don't try to create a character who's adept in both realms your first time out; such hybrid characters are essentially unplayable until they have garnered enough experience to raise their stats to a decent level.

There are five statistics that define characters in *7th Sea*: brawn, finesse, wits, resolve and panache. Panache is probably the most important statistic for all characters, regardless of focus.

Panache is the statistic that, among other things, determines the initiative and number of actions you can perform each turn. Without the chance to act, your character won't have a chance to display his hard-won abilities; make sure you have the points in panache to ensure a score of at least 2. This will give you two dice to roll for initiative, resulting in your being able to act twice during a turn—an invaluable ability, especially if you wish to be able to defend yourself as well as take offensive actions.

The second most important stat to focus on depends entirely on what sort of character you're creating. If you're generating a sorcerer, closely read the relevant individual magic system, as each one favors a different set of stats. If you want to play a

swordsman, your choice is simple: emphasize finesse. All combat boils down to it as it's the statistic governing coordination. All attacks and defenses depend on the use of finesse, plus whatever skill you'll be using.

Damage you deliver is determined by your brawn; the amount of damage you can take is determined by your resolve, and your wits are your brains and cleverness. But, when you get right down to it, the critical statistics will always be finesse and panache.

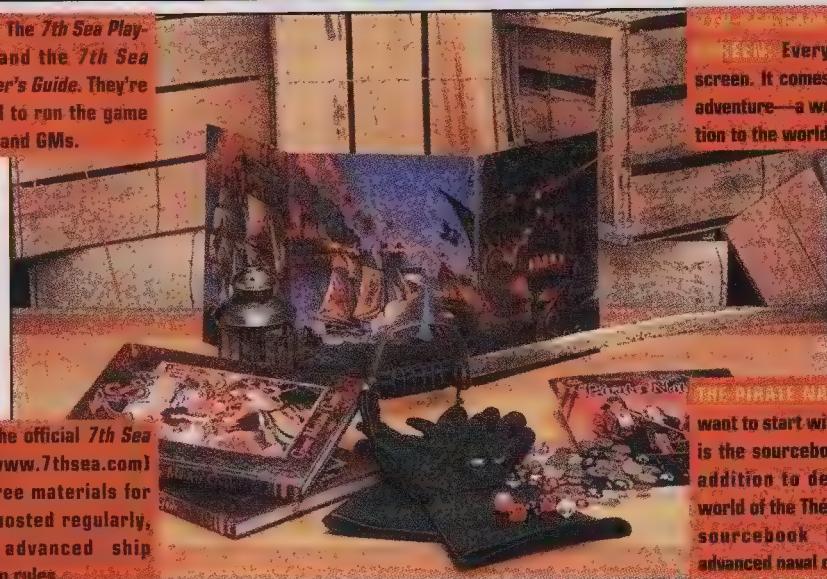
**The Blades.** Swordsmen have attended one of the martial schools of Théah and have learned one of the specific styles of swordplay taught there. Each nation has one native school presented—although you may attend a school outside of your own nation for an additional point cost—and more schools will be detailed in upcoming supplements. Your sword style teaches you the basics of fencing, as well as special maneuvers individual to that style; for example, the Valroux style of Montaigne teaches the use of the main-gauche, the off-handed parrying dagger.

Obviously, the most points-effective method here is to spend fewer points to gain proficiency in the sword school taught by your own nation. This will net you additional points that you can spend on raising your skill totals, making your character truly formidable. Another note: If there is a skill or a technique that you think might serve your character well in the future, go ahead and put a single level in it during character creation; this is more cost-effective than spending the experience to get the skill later in the game. It is cheaper to buy it during character creation and raise its level through experience.

**The Wands.** Sorcery is the realm of the nobles. The spark of magic flows only in noble blood, and sorcerous characters can choose between being fully blooded, with both parents sorcerers of a single nation's magical style; half-blooded, which translates to more variety but less potential power; or twice-blooded, with parents of two different schools—essentially making the character half-blooded, but with access to two different schools. Except for the Germanic Eisen and its magic metal, Dracheneisen, and the Church-dominated Castille which eschews magic entirely, each nation has its own native school of magic. This gives you five unique magic

## WHAT YOU NEED

The *7th Sea Player's Guide* and the *7th Sea Game Master's Guide*. They're all you need to run the game for players and GMs.



Every GM needs a screen. It comes with an intro adventure—a worthy introduction to the world of *7th Sea*.

The official *7th Sea* website ([www.7thsea.com](http://www.7thsea.com)) features free materials for the game posted regularly, like the advanced ship construction rules.

**THE PIRATE NATIONS.** If you want to start with pirates, this is the sourcebook for you. In addition to describing the world of the Théan pirates, the sourcebook features an advanced naval combat system.

# Basic TRAINING

systems from which to chose.

At the start, all sorcerers are of roughly equal power, with the exception of the twice-blooded, who have much more variety at their disposal than the others. As characters grow in experience, you will find that a full-blooded sorcerer is a thing to fear. His power quickly outstrips that of the half-bloods and twice-bloods. If it is raw power that interests you, go with a full-blooded sorcerer. For variety, go with a twice-blooded.

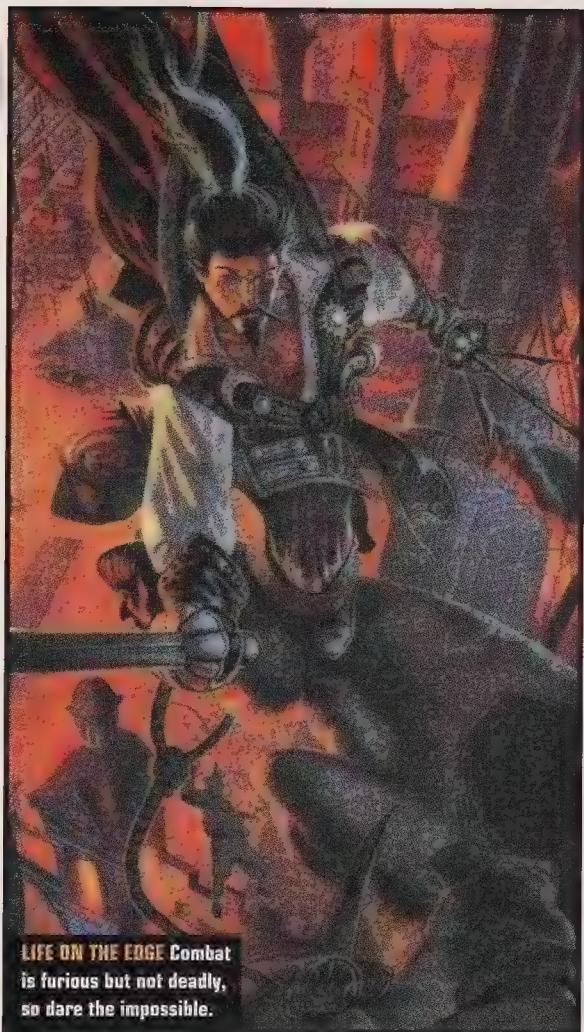
There is little reason to pick a half-blooded character; it doesn't save you enough points to attend a swordsman school, the saved points are really only useful in purchasing more skills. A half-blood will find himself quite outclassed by any full-blood sorcerer and lacking the options given to a twice-blooded one.

## COMBAT

Combat in *7th Sea* brings the excitement and action of classical swashbuckling to life. Combat boils down to initiative rolls, which determine the order of actions and number of them your character has at his fingertips. In order, attacks are resolved first against a target's passive defenses, then if a hit is scored, the target has the option of using some of its future actions to actively parry or defend against the attack. This leads to combats that have the exciting, back-and-forth nature of the great swashbuckling films.

Villains in *7th Sea* are of equal power—or often, greater power—than the heroes. They have, working for them, henchmen, who are of lesser power than the player characters (PCs), and beneath them, brutes, who travel in groups known as—wait for it—"Brute Squads." Henchmen and brutes are much easier to dispose of than the villains, allowing the PCs to fight their way through hordes of guards and thugs with ease, on their way to the final confrontation with their snarling, mustache-twirling arch foe.

The most unique facet of *7th Sea*'s combat system, however—and the one that novice players will have to get used to—is that



**LIFE ON THE EDGE** Combat is furious but not deadly, so dare the impossible.

simply put, player characters cannot be killed. The worst result a player should expect if the tides of combat turn against him is to be knocked out. The player can then expect to have his char-

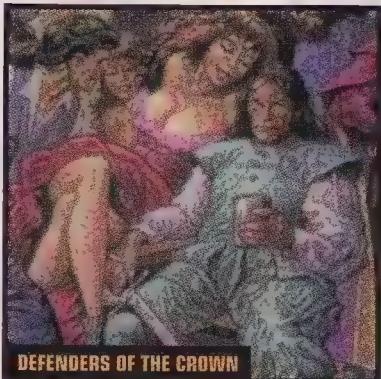
## CAMPAIGN IDEAS

In a world as varied as Théah, there are a host of adventures a group of players might get drawn into. Here are a couple of ideas to get your campaign going.

**TREASURE MAP** The players have one section of a multipart treasure map. They must find the other three pieces and follow the instructions to a mysterious island filled with Syrneth ruins and artifacts. The other parts of the map are held by rival pirates, the Church, merchant princes or a royal family; the quest to recover each segment can fuel many sessions of play in and of itself, even before you get to the treasure-hunting portion of the campaign.

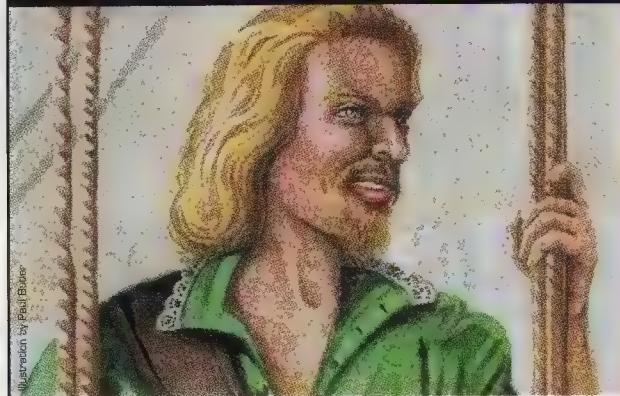
**SWORDS AGAINST TYRANNY** The players, as members of one of Théah's secret societies, are engaged in a mission to uncover and expose the machinations of an enemy group of the GM's choosing. The campaign would be filled with secret intrigues, disguises and moonlit rescues from well-guarded fortresses. Read *The Scarlet Pimpernel* for background ideas for this campaign.

**DEFENDERS OF THE CROWN** The players are a hand-chosen group of heroes who serve the crown of their nation. Whether they are Montaigne musketeers, the personal guard of the Castilian King, Sandoval, or members of Queen Elaine's Avalon Sea Dogs, their role is to protect their ruler, and if necessary, to give their lives in the service of the throne.



**DEFENDERS OF THE CROWN**

# character SHEET



## FIONN Mc GUINNESS

**F**ionn McGuinness is the captain of the pirate vessel Fenian Dream. His family was a noble clan of Inismore, until his father was stripped of his title when he protested his king's alliance with Avalon.

Like his father, Fionn stands by his own opinions, and since this places him at odds with his own king, he has found himself relegated to the role of pirate, supporting himself through the taking of prizes. He's an equal-opportunity scoundrel, although he holds a special glee in raiding Avalon merchant vessels.

The biggest mystery in Fionn's life, however, is a seven-year gap in his memory, from 1659-1666. He was first mate on a pirate ship, the *Sea Witch*, which went down in a storm off the coast of Eisen. Fionn remembers nothing from the time between the shipwreck, and awaking an Vodacce inn one morning two years ago. Seven years had passed, and he knows nothing of what occurred. Somewhere along the line, he learned the Valroux style of fencing, and—as can be assumed from the number of unprovoked attacks made on his person—he accumulated some enemies here and there. If only he could remember why...

### BIGGER & BETTER

#### TRAITS

2 Brawn

3 Finesse

3 Wits

3 Resolve

3 Panache

#### ADVANTAGES

1 Foul Weather Jack

1 Linguist

1 Scoundrel

1 Languages: Avalon, Montaigne, Castilian, Crescent

#### BACKGROUNDS

4 Amnesia

#### HUBRIS

1 Overzealous

#### SKILLS

Sailor

3 Balance

2 Climbing

1 Knotwork

1 Rigging

3 Navigation

3 Pilot

#### Streetwise

1 Socializing

1 Street Navigation

#### Athlete

2 Climbing

2 Footwork

1 Sprinting

1 Throw

#### Firearms

2 Attack

1 Reload

#### Swordsman: Valroux School

##### Fencing:

3 Attack

2 Parry

##### Knife:

2 Attack

2 Parry

2 Double Parry

2 Tagging

acter awaken sometime later, usually chained to some dungeon wall, ready to escape in the finest swashbuckling tradition. The game does make allowances for the preservation of common sense in these situations; for example, a character strapped over the end of a ship's cannon obviously will not be simply rendered unconscious. But for the most part, characters have what amounts to plot immunity to death. The authors suggest that the player and the gamemaster get together at some point early in the character's development and discuss under what conditions the character might die—the more dramatic, the better. The GM files this information away for use at such time when the player feels that the character has run its course and can now be retired—allowing, naturally, for the scenery-chewing final soliloquy.

Above all else, remember that *7th Sea* is a swashbuckling adventure game. Equipped with drama dice—a reward system which lets you use additional dice for action attempts—and nigh immortality, throw caution to the wind and really get into the spirit of things. This may take a session or two to get the feel of, but with the proper encouragement from the gamemaster, you'll have your characters swinging from chandeliers and taking on hordes of the Cardinal's men in no time.

### MAGIC

The fantasy element of *7th Sea* is featured in both the proliferation and acquisition of Symeth Artifacts—essentially magic items left behind by an ancient civilization that used to populate Théah—and in the five different sorcery systems. Sorcerers have their choice of porte (portal magic), laerdom (norse-like, runic magic), sorte (fate and destiny magic using tarot-like cards), glamour (tapping into the collective energy of legends) and pyerem (animistic shapeshifting).

Each system has its own individual mechanics and intricacies, and all are far removed from the typical RPG's "wave-wave-boom" methods of magic. At higher levels, each type of magic has the potential to be a major influence on any campaign, gamemasters should consider the effect magic-using characters will have and make allowances for that in their campaign design.

### PIRATES AND DANDIES

To call *7th Sea* a "pirate game" is a misnomer. There are, of course, piratical elements—which are expanded upon in *The Pirate Nations* sourcebook, the first of the "Nations of Théah" releases—but the game is more properly called a "swashbuckling adventure" game. The focus of the main rulebooks is actually more land-based than sea-based; however, there is enough information presented to run a campaign on either land or sea. The France-like nation of Montaigne has musketeers, with flashing blades and plumed hats, and in Castille, the conspiracy-laden king has a mysterious masked ally—the Zorro-esque El Vago. On the sea, the pirates of the Brotherhood of the Coast have formed the first truly democratic society in a world filled with kings and the Church, and the evil Captain Reis and his ship, The Crimson Roger, savagely hunt down any vessel that may be carrying one of the mysterious Symeth artifacts for his own mysterious reasons.

Into this world, your characters are born—swords at the ready. They are the heroes of Théah. Some are pirate, some are gentlemen. Some are members of secret societies, working to fight evil in every corner of the globe. But all are heroes.

*Freelancer Gareth-Michael Skarka gets to play pirate every day from his office aboard a decommissioned aircraft carrier.*

# [ON DECK]

## 7th Sea RPG

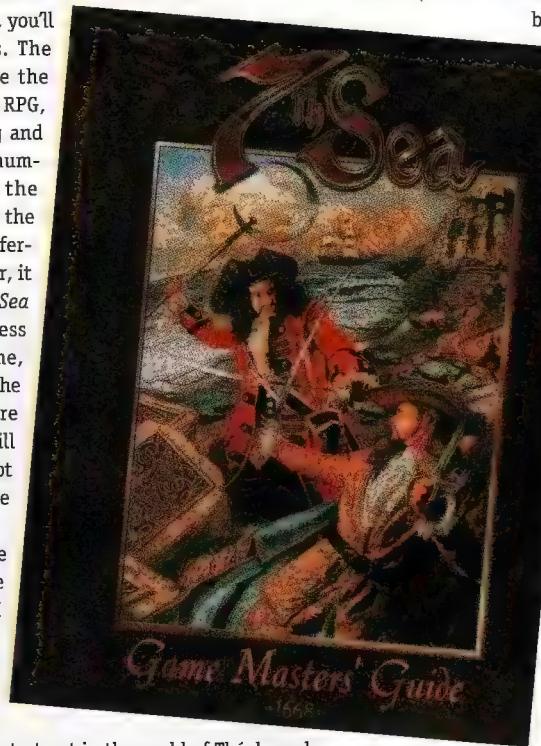
### Dead men tell no tales—so in 7th Sea it's hard to die.

**P**irates! It's one of those concepts that has been floating around the seas of roleplayers' imaginations for years, and AEG's new *7th Sea* RPG will give them exactly the kind of "Captain Blood" meets "The Mask of Zorro" meets "The Three Musketeers" feel that they've been searching for. With noble houses, secret explorer societies and magical religions, *7th Sea* combines the old-fashioned swashbuckling flavor of adventure on the high seas with a sophisticated setting that demands commitment from real roleplayers.

### The Good

Finally...A game that encourages adventure! No slight to *Dungeons & Dragons*, but there was always a sense with *D&D* that the magic and monsters came first and the drama second. That's not the case with *7th Sea*. From the first look at the system, you'll know that style matters. The system itself is much like the *Legend of the Five Rings* RPG, which stresses roleplaying and dramatic moments over number-crunching; in fact, the systems are so similar that the authors point out the differences in a sidebar. However, it needs be noted that *7th Sea* combat is considerably less lethal than its sister game, which allows it to capture the swashbuckling atmosphere where player characters will often—and should—attempt the dramatic action over the practical one.

This is also one of the few RPG worlds where player information and GM info was separated well; that is to say, the right information is where it's supposed to be. Players get what they need to know to start out in the world of Théah, and GMs get info on how things work and behind-the-setting plots. And there is a plethora of possibilities—from unexplored seas to religious wars to political strife to out-and-out war between rival countries over trade. GMs will appreciate how easy it can be to bring together seemingly unrelated characters due to the proximity of their homelands and the potential intrigue inherent in the setting.



**PUBLISHER:** Alderac Entertainment Group (AEG)

**CATEGORY:** Swashbuckling fantasy roleplaying game

**RELEASE:** September 1999

**FORMAT:** 256-page hardcover *Players' Guide* and *Game Masters' Guide*

**SUGGESTED RETAIL:** \$29.99 each

### The Bad

The system is good, but it lacks definite answers in places. At times, the system interferes with the drama despite the designers' best intentions, as the lack of specific statistics in some cases makes it difficult for PCs to judge the difficulty of an action; however, these instances are generally few and far between.

Also, while the color art—found only in the *Player's Guide*—is so stunning you'll want to frame it, the B&W art in both books runs from so-so to downright bilge; reproduced in the books, the art looks smudgy or amateurish in many places,

below board for such quality products. Similarly, while the map background on each page adds to the atmosphere, it can be distracting while reading.

Lastly, the prices of the books: 60 bucks is a lot to spend on this if you're only going to read it. It is an extremely entertaining read and will certainly inspire you to new adventures, but for a gamemaster to drop that much gold on only the core products, he'd better intend on playing a lot to get his money's worth—and there's no intro adventure included. It's worth the price if you're going to play it, not just read it... And don't forget, your players will need to drop 30 dubloons for a *Player's Guide* of their own.

### The Deal

It's a good beginning, and I look forward to seeing how the creators expand on the setting; however, I'm much more interested in seeing what adventures they cook up. The setting is already solid, but this game will die without good adventures. This game is not for those looking for a hack 'n slash dungeon crawl; Théah demands more from its players, masters and creators. Only time will tell if it's truly worth exploring *7th Sea*. ■ Brent Fishbaugh

**THE VERDICT** B+

# INQUEST

gamer

MORE

MAGIC

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*InQuest Gamer* is the only monthly magazine for *Magic: The Gathering* fans. Each issue now features expanded *Magic* coverage and players guides.



# Fossil

A full zoo with poison spew, but no Mew.

**E**leven bucks a pack at the tie shop in your local mall? Must be time for a new *Pokémon* set. The hottest Japanese import ever continues its rise with the English version of the game's third expansion—the loosely-themed *Fossil* set.

## The Good and the Bad

New trainers, new pokémon... Let's start with the first. Unlike *Jungle*, which skimped on trainer cards, *Fossil* includes several good ones. The most interesting is the Mysterious Fossil, which can evolve into Aerodactyl, Kabuto or Omanyte. There are also some nasty pokémon powers that are sure to shake things up, like Aerodactyl's prehistoric power, which prevents evolutions from being played. *Fossil* also has an impressive array of basic pokémon, like Magmar—the first fire, poison-spewing poké that can. Best of all, the set fills out the roster of pokémon, letting you choose from any of the 151 critters when building your deck. Well, almost.

The biggest downer is the absence of Mew, which was included in the Japanese set, but not this one. Yes, it's the rarest of all the pokémon, but why would Wizards of the Coast take it out—other than to generate buzz for the *Pokémon League*? Also, there are some balance problems. Aerodactyl can be a complete hoser against certain decks, and its antidote doesn't arrive until the *Team Rocket* expansion.

## The Deal

No doubt about it, *Fossil* ups the power level of the game. The pokémon are tougher, and the new powers are more dangerous. It's just too bad we got Mew-screwed. ■ Jeff Hennes

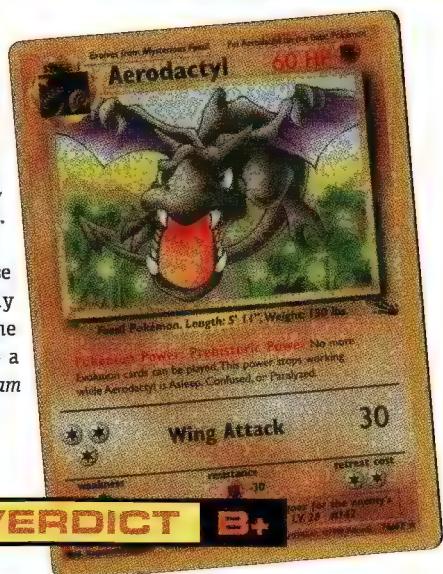
**PUBLISHER:** Wizards of the Coast

**CATEGORY:** Anime CCG expansion

**RELEASE:** October 1999

**FORMAT:** 62-card set; 11-card booster packs

**SUGGESTED RETAIL:** \$3.25 per booster



**THE VERDICT** B+

# Dark•Matter

Greys, Men in Black and the Sasquatch come together in one of TSR's best campaign settings ever.

**M**idnight on a games shop shelf: The *Conspiracy X* RPG lights a shakily held cigarette and looks over his shoulder. Paranoia? No, they're out to get him. As the match burns low he sees the clones of his enemy around him. Its name is *Dark•Matter*, the conspiracy campaign setting for the *Alternity* RPG. And the shop's got multiple copies!

## The Good and the Bad

That wouldn't take a conspiracy to explain, however. *Dark•Matter* is worth stocking because it's worth buying. It may contain all the genre regulars—greys, Men in Black, secret societies, the Sasquatch and so on—but it ties them together with a stronger setting than most games. The players will likely be your typical researchers into the paranormal—from the Hoffman Institute, in this case—but they could just be beat cops caught in the crossfire or even alien greys. The *Alternity* rules are fairly unintrusive, and the sheer breadth of material you get—on history, on strange places and on secret societies in particular—makes *Dark•Matter* worth buying even as a sourcebook for other games.

Flaws are hard to find. It even has an index, a hard cover and reasonable artwork. It might overwhelm novice gamemasters or players because of all the possible plot strands and protagonists, but a little selectivity on the part of the GM will solve that.

## The Deal

*Delta Green* may be the king of the conspiracy genre, but *Dark•Matter* is a strong second. This is one of the best campaign settings Wizards of the Coast/TSR has ever produced.

■ Dan Joyce

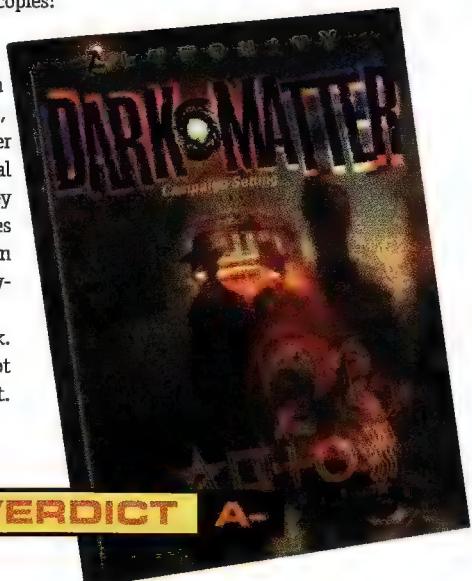
**PUBLISHER:** TSR

**CATEGORY:** Science fiction RPG supplement

**RELEASE:** December 1999

**FORMAT:** 64-page softcover

**SUGGESTED RETAIL:** \$13.95



**THE VERDICT** A-

# Jedi Council

## How many different versions of Jar Jar do you need?

**S**tar Wars CCG? What's that? In the offices of Decipher, Luke and Vader are on hold, while Qui-Gon and Darth Maul are back for seconds in *The Jedi Council*. If you enjoyed the first *Young Jedi* set, you'll find little fault with the latest set. However, that might not be a good thing...

**PUBLISHER:** Decipher

**CATEGORY:** Science fiction CCG expansion

**RELEASE:** October 1999

**FORMAT:** 140-card set; 11-card booster packs

**SUGGESTED RETAIL:** \$2.45 per booster;  
\$6.95 per starter

### The Good and the Bad

No surprise here—the Light side is filled with Jedi, while the Dark side's main additions are a slew of senators and several new podracers. As with the first set, all the name characters are included, though most of them have Coruscant's blue borders instead of Tatooine's yellow. This is nice if you combine the two sets, since it gives you more deckbuilding options. Another plus is the collation. With only 30 rares, you won't have a difficult time trading for a set after buying just one box.

On the downside, *Jedi Council* is about as exciting as the "love" scenes between Anakin and Amidala. The most interesting cards are the Jedi, but they're too expensive to add anything more than a supplementary strategy to your deck. And while there are a couple new concepts for weapons and battle cards, most are just rehashed from the first set. Also, the balance is bizarre; why is Amidala's Blaster more powerful than Darth Maul's Lightsaber?

### The Deal

To say *Jedi Council* is more of the same is as enlightening as pointing out how annoying Jar Jar is. If you enjoy the collector's aspect, you'll get your money's worth, but if you want to expand the depth of your play, you're better off making up your own new rules. ■ Jeff Hannes

**THE VERDICT** B-



# Tikal

## If you possess the soul and brains of an archeologist, you'll dig it.

**B**eer, pretzels, tanks and board games: all things that Germans do best. That's why getting a new German game is always cause for celebration here at *InQuest* HQ. And so it was with *Tikal*, the game of exploring ancient Mayan ruins in Central America.

### The Good and the Bad

Starting with a cleverly designed box that exhibits more engineering than the average Ford Pinto and continuing with the wooden counters and full-color hex tiles, every component is a thing of beauty. All these spiky wood and cardboard doodads are what first attracted us to *Tikal* and they don't disappoint.

The game play, however, doesn't live up to all this component coolness. Playing *Tikal* never gives players the feeling of wonder they should get from unearthing an ancient civilization. Instead, *Tikal* is a mostly tactical game of hex control that requires constant mental calculation to play well. That's not necessarily a bad thing, and since *Tikal*'s mechanics are simple enough, play never bogs down. But neither does it get you really involved like truly great board games, such as *Settlers of Catan* and Rio Grande's own *El Grande*, do.

### The Deal

*Tikal* is fun and a cinch to learn. And then there're those wonderful components. But it's a brain-drain to play and you'll never get the feeling you're bushwhacking for artifacts in the jungles of Guatemala. ■ Tom Slizewski

**PUBLISHER:** Rio Grande Games

**CATEGORY:** Board game

**RELEASE:** Summer 1999

**FORMAT:** Board, 36 hex tiles, 48 temple tiles, 24 treasure wafers, 88 various wooden pieces, 4 rules summary tiles, rulebook

**SUGGESTED RETAIL:** \$44.95

**THE VERDICT** B



# Drakan: Order of the Flame

All the personality you'd expect from a Lara Croft clone.

Wasn't Lara Croft fun with pistols? Wouldn't she be even more fun with a dragon and a big, bloody sword? That's the premise behind *Drakan*, Psygnosis' game of medieval mayhem starring the curvaceous Rynn, a dragon-riding warrior on the trail of her kidnapped brother.

PUBLISHER: Psygnosis Ltd.

CATEGORY: Fantasy computer game

RELEASE: October 1999

SYSTEM REQUIREMENTS: Windows 95/98, 166 MHz

Pentium, 32 MB RAM, 320 MB HD space

SUGGESTED RETAIL: \$39.99

## The Good and the Bad

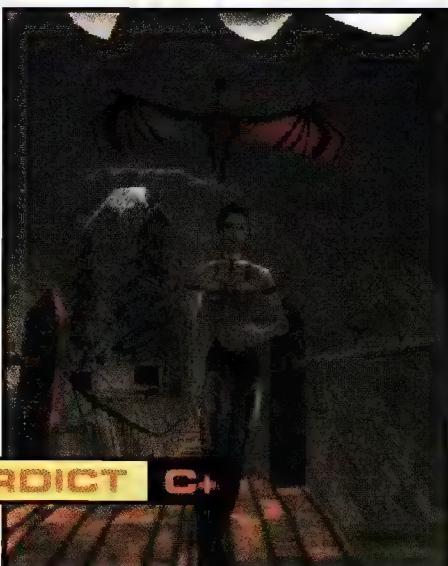
*Drakan*'s big selling point is riding a dragon, a cool concept executed with moderate success. Its plot is linear, but offers up enough twists and turns to keep things interesting. The detailed world map and dragon encourage exploration.

However, this isn't exactly the most innovative game ever. Rynn not only looks like Lara Croft—right down to her swaying ponytail and back-straining figure—she even has the same signature moves. The dragon riding could be cooler, as clouded visibility limits the exhilaration of riding atop its scaled back—and there's not much else to do than travel from A to B and avoid potshots from other dragons and goblin catapults. Rynn herself looks great, but her movement is rather sluggish, quite a black mark considering that the slightest misstep can send you back to your last save point.

## The Deal

*Drakan* is a competent game saddled with subpar graphics and play. Despite some valuable innovations, like a cool inventory system, a well-planned map updating feature and the ability to ride a winged dragon, it falls considerably short of greatness. ■ Dan DiGiacomo

THE VERDICT C+



Drakan: Order of the Flame is TM & © Psygnosis Ltd.

# Axis & Allies

This adaptation falls apart like a Polish tank on a cobblestone road.

**A**xis & Allies the board game is well known as a die-rolling romp loosely based on World War II. It's from the "roll a six, sink a battleship" school of realism but has a surprising amount of strategy mixed with the ample dice chucking.

## The Good and the Bad

Unfortunately, *Axis & Allies*' move to the computer has proven a rough one. Aside from the graphics and interface, both of which are decent, there's not much good to report.

The A.I.—"Autistic Intelligence," in this case—is so bad anyone who's ever made it through the first level of *Pac Man* should be able to beat it at the highest difficulty level the first time through. But the A.I. isn't merely stupid; it's also slow. I've played chess simulators that take less time to take a turn. And going back to stupid: The game never realizes when a country has been defeated, continuing to take turns for nations that no longer have any units. It continues to roll attack dice even after it's scored enough hits to eliminate all enemy units. In combat, it will choose to lose a good unit, a bomber for example, rather than take a hit on a battleship; I could go on...

PUBLISHER: Hasbro Interactive

CATEGORY: War-strategy computer game

RELEASE: November 1999

SYSTEM REQUIREMENTS: Windows 95/98,

Pentium 133 MHz, 16 MB RAM, 40

MB HD space 4x CD-ROM

SUGGESTED RETAIL: \$29.95

THE VERDICT D



Axis & Allies is TM & © Hasbro Interactive.

## The Deal

The designers really dropped the bomb... err, I mean ball, on adapting this classic game for the computer. It can only be recommended for multiplayer network play, where the feeble A.I. is taken out of the loop. ■ Tom Sizewski

# CardSTOCK

## Gotta Find 'Em All

by Jeff Hannes

You knew it was going to happen sooner or later. That yellow vermin Pikachu and his pals have infested the CCG world, and now, they're dominating the market. Meanwhile, *Magic* is smack dab in the middle of expansion releases, so interest in singles has cooled. What does this mean to you? It means the *Pokémon* wave is the main topic this month. Brace yourselves.

### Japanamania

Interest in *Pokémon* cards has continued to soar, especially during the holiday season. And now that *Fossil* cards are finally obtainable for a reasonable price—\$4 to \$7 per pack in most places—the ravenous crowd has turned its attention to the Japanese front. As more and more Japanese promo cards work their way through customs, more and more Americans are buying them.

The most notable promos circulating these days include Birthday Pikachu (about \$500)—which pictures Pikachu and a candle-topped cake—and Ancient Mew (\$80), which has all its text replaced by Egyptian-esque heiroglyphic symbols. Interest has also been high for the “vending machine cards.” There are three 36-card sets, and they’re only available in packs that you get out of vending machines in Japan. The three-card packs sell for about \$10 each in the U.S., while a complete 36-card set costs about \$150.

## WHAT'S HOT

### TOP 10 CCGs

1. *Pokémon*
2. *Magic: The Gathering*
3. *Legend of the Five Rings*
4. *Star Trek CCG*
5. *Young Jedi CCG*
6. *Star Wars CCG*
7. *7th Sea*
8. *Deadlands: Doomsday*
9. *Babylon 5 CCG*
10. *Austin Powers CCG*

### BIGGEST MOVER

#### STAR TREK CCG

After years of Star Trek returns to the top five the ninth Party Deck release in the latest game, the newest recent expansion has added new faces to the card deck. And after a short while, collectors are already looking and calling.



**INCOMING!!** By land, sea and air, Pikachu continues to dominate the CCG scene.

### Sky High

Some of the most difficult cards to track down are the All Nippon Airways (ANA) promo cards which were only available if you redeemed your plane ticket from certain flights. There are three packages of two cards each, including various versions of Flying Pikachu, and they sell in the States for as high as \$200 per set. Of course, these same cards can be found in Japan by a scrupulous collector for a tenth of the cost. That's the price you pay for immediate gratification—and not having to fly overseas.

Another hot ticket is the *Pokémon Collection*, a Japanese music CD that comes with 10 cards. It's a nice spread of cards, including unique versions of Arcanine, Mewtwo, Mew, a pair of trainer cards and five holofoils. Three of the holofoils are reprints from the basic set with alternate art, including Charizard and Blastoise. American dealers are selling the CD in the \$100-\$150 range, though once again, it's available for about \$40 less in Japan.

Bottom line, if you're on the hunt for promos, note that the prices have a wide range. If a price seems too high, try to find the card somewhere else. The “gotta catch 'em all” mentality is doomed to failure if you're trying to procure every single Japanese promo—you'd be hard-pressed to find a dealer who could claim that kind of success—so be choosy about which cards you spend your cash on.

### American Beauties

While there are already over 80 Japanese promo cards, the English promos are just getting started. The four promo cards from “*Pokémon: The First Movie*” might have seemed easy enough to obtain when the film was first released, but the supply quickly dried up. Now the promo versions of Pikachu, Mewtwo, Dragonite and Electabuzz are hot tickets, so to speak. If you're still looking to grab these cards, they're not too hard to find. Many dealers had the foresight to get several copies when the movie opened, but cost is another issue; they'll run you between \$15 and \$20 each on the secondary market.

## in other **NEWS...**

**EVERY CLOUD HAS A FOIL LINING** Activity in the *Magic* singles scene is down, but one area of the price guide that's seeing a lot of red is the *Urza's Destiny* foil listing. Almost across the board, prices have increased, evidence that *Magic* collectors have shifted their focus. Thorn Elemental leads the charge, rising to \$20, though most of the increases have been among the common and uncommon cards. One contributing factor could be the release of foil basic lands in *Mercadian Masques*. There's an attraction to crafting all-foil decks that gives *Magic* players with extra cash something to spend it on.

Ironically, prices for the *Urza's Legacy* foils are almost universally down this month. Why? It takes time for the dust to settle after the initial buzz of something new. Sure, *Legacy* has been out for almost a year now, but sweeping trends in the card collecting industry rarely happen overnight. *Legacy* was the first set to include foil cards, so they immediately commanded a lot of attention and high prices. As foils have become more commonplace—though not necessarily more common—the prices have gradually settled. Eventually, you can expect to see prices for *Legacy*, *Destiny* and *Masques* foils gravitate toward the same range.

**FERENGI RULE** At last, the Ferengi rule the latest expansion for the *Star Trek CCG*. Not long after the release of *Blaze of Glory*, another *Star Trek* set is gracing store shelves. However, don't expect it to make any major waves in the singles market. The most noticeable difference between this latest set and its predecessor is the lack of foil cards. Whereas Decipher had been making a habit of including 18-card ultra-rare foil sets randomly inserted into booster packs, *Rules of Acquisition* has none of these goodies.

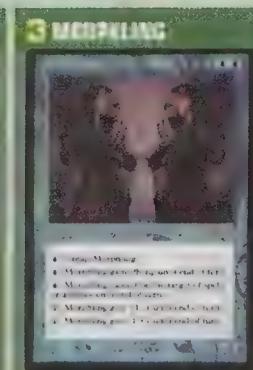
As for which singles will command the most attention. Well, since the set's mostly Ferengi you won't see any barn-burners. With seven skills, a download ability and a variable integrity, Quark is the main gun in the set. Other "names" that should draw interest include Rom, Nog and everyone's favorite barfly Norm, er, Morn.

# TOP 10 CARDS

# 1 SQUEE



No surprise this month—Squeek continues to be the hottest card in *Magicland*, while Masticore is once again running a close second. The biggest change from last month is the resurgence of the Morphling, which has stormed onto the list at number three thanks to its increasing popularity in tournament play. The Two-headed Dragon, Birbery and Treachery still fill the middle, while the combo-oriented Replenish and Magistrate's Scepter have worked their way onto the list. Guess *Magic* players just can't resist the possibility—however remote—of infinite turns.



*Senior Editor Jeff Hennes would like to thank Squirtle, without whom this column would not have been possible.*

# INQUEST GAMER Price Guide

## MAGIC The Gathering®

### ALPHA LIMITED

#### WIZARDS OF THE COAST-1993

Cards have black borders.

Alpha cards have rounder corners when compared to Beta cards.

Full Set (300 cards) \$3,300.00

Starter Deck (60 cards) 225.00

Starter Box (10 decks) 2,000.00

Booster Pack (15 cards) 115.00

Booster Box (36 packs) 3,200.00

All unlisted cards are 80% of Beta value.

Unlisted Alpha errors are worth 125% of Beta value.

Black Lotus	ART R 300.00
Chaos Orb	ART R 25.00
Force of Nature	SC R 20.00
Forcefield	ART R 85.00
Gaea's Liege	SC R 11.00
Gauntlet of Might	ART R 100.00
Jade Monolith	ART R 8.00
Lenny Avall	AC U 4.00
Lord of Atlantis	SC R 13.00
Mana Short	INS R 10.00
Mox Emerald	ART R 160.00
Mox Jet	ART R 160.00
Mox Pearl	ART R 160.00
Mox Ruby	ART R 160.00
Mox Sapphire	ART R 160.00
Orcish Artillery	SC U 5.00
Orcish Drifflame	EN U 12.00
Rock of Kher Ridges	SC R 12.00
Rock Hydra	SC R 14.00
Sedge Troll	SC R 14.00

### BETA LIMITED

#### WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

Full Set (302 cards) \$3,000.00

Starter Deck (60 cards) 275.00

Starter Box (10 decks) 2,500.00

Booster Pack (15 cards) 130.00

Booster Box (36 packs) 3,200.00

Unlisted Commons 75

Air Elemental	SC U 3.00
Ancestral Recall	INS R 200.00
Animate Artifact	EA U 2.00
Animate Dead	EN U 2.50
Animate Wall	EC R 5.50
Ankh of Mishra	ART R 6.00
Armageddon	SOR R 42.00
Aspect of Wulf	EC R 7.50
Bad Moon	EN R 17.50
Badlands	LAN R 46.00
Balance	SOR R 31.00
Basalt Monolith	ART U 5.00
Bayou	LAN R 42.00
Berserk	INS U 42.00
Birds of Paradise	SC R 47.00
Black Knight	SC U 11.00
Black Lotus	ART R 350.00
Black Vise	ART U 9.00
Black Ward	EC U 2.00
Blaze of Glory	INS R 36.00
Blessing	EC R 8.00
Blue Ward	EC U 2.00
Bob Wraith	SC U 1.50
Brainseyer	SOR R 25.00
Burrowing	EC U 1.50
Camouflage	INS U 11.00
Castle	EN U 2.00
Celestial Prism	ART U 2.00
Channel	SOR U 2.50
Chaos Orb	ART R 70.00
Chascade	INT R 5.00
Clockwork Beast	AC R 6.00
Clone	SC U 7.50
Cockatrice	SC R 8.00
Consecrate Land	EL U 8.00
Conservator	ART U 2.00
Contract from Below	SOR R 8.00
Control Magic	EC R 6.00
Conversion	EN U 2.00
Copper Tablet	ART U 7.00
Copy Artifact	EN R 14.00

Counterspell	INT U 12.00
Crusade	EN R 18.00
Crystal Rod	ART U 2.00
Curse Land	EL U 2.00
Cyclopean Tomb	ART R 50.00
Dark Ritual	MS C 4.50
Darkact	SOR R 8.00
Deathgrip	EN U 2.00
Deathlace	INT R 5.00
Demonic Attorney	SOR R 7.00
Demonic Hordes	SC R 16.00
Demonic Tutor	SOR U 15.00
Diabolic Egg	ART R 7.00
Disenchant	INS C 4.00
Disintegrate	ART C 3.00
Disrupting Scepter	ART R 12.00
Drain Life	SOR C 2.50
Dragon Whelp	SC U 4.50
Drain Power	SOR R 8.00
Dwarven Demolition Team	SC U 9.00
Earth Elemental	SC U 2.00
Earthbind	EC C 1.25
Earthquake	SOR R 14.00
Evil Archers	SC R 10.00
Evil Presence	EL U 2.00
Faerie Orders	INS C 4.00
Farmstead	EL R 8.00
Fastbond	EN R 13.00
Feedback	EE U 2.00
Fire Elemental	SC U 2.00
Fireball	SOR C 4.00
Flashfires	SOR U 2.50
Force of Nature	SC R 24.00
Forcefield	ART R 100.00
Fork	HIT R 22.00
Fungusaur	SC R 10.00
Gaea's Liege	SC R 10.00
Gauntlet of Might	ART R 100.00
Giant Growth	INS C 3.00
Glasses of Urza	ART U 2.00
Gloom	EN U 2.00
Goblin Balloon Brigade	SC U 3.00
Goblin King	SC R 12.00
Granite Gargoyle	SC R 12.00
Green Ward	EC U 2.00
Guardian Angel	INS R 1.00
Heir of Chuzak	ART R 5.50
Hive	ART R 6.00
Homing Mine	ART R 20.00
Hurricane	SOR U 3.00
Hypnotic Specter	SC U 12.00
Ice Storm	SOR U 24.00
Icy Manipulator	ART U 35.00
Illusionary Mask	ART R 22.00
Instill Energy	EC U 2.00
Invisibility	EC C 3.50
Iron Star	ART U 2.00
Island Sanctuary	EN R 5.50
Iron Cup	ART U 3.00
Jade Statue	ART R 7.50
Jayende Tome	ART R 15.00
Juggernaut	AC U 7.00
Karma	EN U 4.00
Keldon Warlord	SC U 2.50
Kormus Bell	ART R 7.00
Kudzu	EL R 5.00
Lance	EC U 3.00
Ley Dryad	SC U 2.00
Library of Long	ART U 3.00
Lich	EN R 50.00
Lifeforce	EN U 2.00
Lifelace	INT R 4.00
Lifetap	EN U 2.00
Lightning Bolt	INS C 8.00
Living Artifact	EA R 7.00
Living Lands	EN R 5.00
Living Wall	AC U 4.00
Llanowar Elves	SC C 2.00
Lord of Atlantis	SC R 12.00
Lord of the Pit	SC R 16.00
Lure	EC U 2.00
Magical Hack	INT R 9.00
Mahamoti Djinn	SC R 16.00
Manabards	EN R 6.00
Mana Flare	EN R 12.00
Mana Short	INS R 9.00
Mana Vault	ART R 13.00

Molestone	ART R 8.00
Mind Twist	SOR R 5.00
Mox Emerald	ART R 185.00
Mox Jet	ART R 185.00
Mox Pearl	ART R 190.00
Mox Ruby	ART R 185.00
Mox Sapphire	ART R 185.00
Natural Selection	INS R 20.00
Nether Shadow	SC R 7.00
Nettling-Imp	SC U 4.00
Neivimyr's Dark	ART R 28.00
Nightmare	SC R 16.00
Northern Paladin	SC R 10.00
Obsidian Golem	AC U 2.00
Orcish Artillery	SC U 2.00
Orcish Drifflame	EN U 2.00
Paralyze	EC C 1.00
Reverse Damage	INS R 10.00
Righteousness	INS R 8.50
Roc of Kher Ridges	SC R 10.00
Rock Hydra	SC R 14.00
Savannah Lims	SC R 17.00
Scavenging Ghoul	SC U 2.00
Scrubland	LAN R 40.00
Sectig Troll	SC R 15.00
Senger Vampire	SC U 13.00
Serra Angel	SC U 18.00
Shatter	INS C 1.00
Shivan Dragon	SC R 44.00
Simulacrum	INS U 3.00
Sinkhole	SOR C 11.00



### UNLIMITED EDITION

#### WIZARDS OF THE COAST-1993

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards) \$2,500.00

Starter Deck (60 cards) 200.00

Starter Box (10 decks) 2,000.00

Booster Pack (15 cards) 100.00

Booster Box (36 packs) 2,300.00

Unlisted Commons 25

Air Elemental	SC U 1.50
Ancestral Recall	INS R 140.00
Animate Artifact	EA U 1.00
Animate Dead	EN U 1.00
Animate Wall	EC R 3.00
Ankh of Mishra	ART R 3.00
Armageddon	SOR R 8.00
Aspect of Wolf	EC R 4.50
Bad Moon	EN R 7.00
Badlands	LAN R 14.00
Balance	SOR R 6.00
Basalt Monolith	ART U 2.00
Bayou	LAN R 14.00
Berserk	INS U 26.00
Birds of Paradise	SC R 10.00
Black Knight	ART R 275.00
Black Vise	ART U 2.50
Black Ward	EC U 1.00
Blaze of Glory	INS R 20.00
Blessing	EC R 5.00
Blue Ward	EC U 1.00
Bog Wraith	SC U 1.00
Braingeyser	SOR R 10.00
Burrowing	EC U 1.00
Camouflage	INS U 5.50
Castle	EN U 1.00
Celestial Prism	ART U 1.00
Channel	SC R 1.00
Chaos Orb	ART R 48.00
Chancave	HIT R 3.00
Clockwork Beast	AC R 4.00
Clone	SC U 5.50
Cockatrice	SC R 5.00
Consecrate Land	EL U 7.50
Conservator	ART U 1.00
Contract from Below	SOR R 4.50
Control Magic	EC R 2.00
Conversion	EN U 1.00

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### MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT	● BLACK	● BLUE	● GOLD	● GREEN	● RED	● WHITE	● LAND
ART Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC
AC Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL
CR Current Rarity	EL	Enchant Land	INS	Instant	LL	Mana Source	SOR

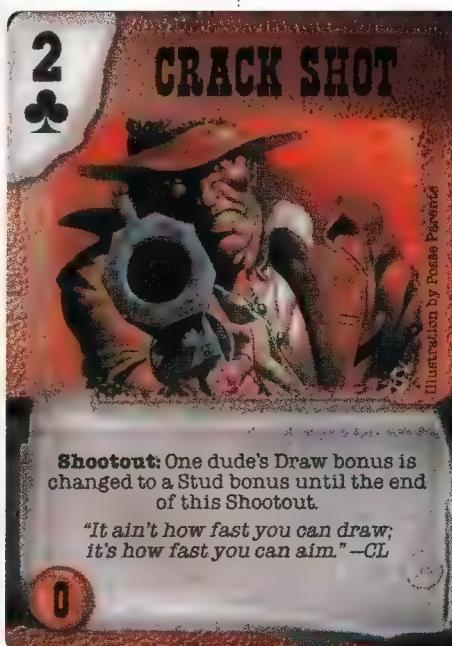
PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

REVISED EDITION

REVISED EDITION  
WIZARDS OF THE COAST-1994

*Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. . cards also had a much lower print run and are more highly sought by collectors.*

Full Set (305 cards) .....	\$275.00
Starter Deck (60 cards) .....	30.00
Starter Box (10 decks) .....	250.00
Booster Pack (15 cards) .....	9.50
Booster Box (36 packs) .....	300.00
● Aladdin's Lamp .....	ART R .25
● Aladdin's Ring .....	ART R .15
● Armageddon Clock .....	ART R .20
● Atog .....	SC C .25
● Badlands .....	LAN R .10
● Basalt Monolith .....	ART U .75
● Bayou .....	LAN R 13.00



**Shootout:** One dude's Draw bonus is changed to a Stud bonus until the end of this Shootout.

*"It ain't how fast you can draw;  
it's how fast you can aim."* --CL

# **DOUBLE TAKES**

## **MODERN MYTH, PART 1**

Contrary to popular belief, very few—if any—gunfighters could shoot the pistol out of an opponent's hand or even count on hitting a foe without more than a few shots. The weapons then just weren't as precise compared to the guns produced by the machine-created, mass-production methods of today. Think Eastwood in "Unforgiven" rather than his early roles.

Reversal Polarity	INS	C	25	Blue Mana Battery	ART	R	200	
Rocket Launcher		ART	R	3.00	Circle of Protection: Suleiman	ART	R	200
Savannah		LAN	R	13.00	Brass Man	AC	U	50
Scrubland		LAN	R	13.00	Bronze Tablet	ART	R	200
Serenity Efreet		SC	R	6.00	Carrian Ants	SC	U	100
Shatterstorm		SUR	O	1.25	Chaosplace	INT	R	150
Sol Ring		ART	U	4.00	Circle of Protection: Artifact			
Sorceress Queen		SC	R	4.00				
Taiga		LAN	R	15.00	Clockwork Avian	AC	U	100
Titania's Song		EN	R	1.75	Clockwork Beast	AC	R	250
Tropical Island		LAN	R	13.00	Cockatrice	SC	R	300

# MAGIC

The Gathering®

## Price Guide

Tempest Efreet	SC R	1.50
Tetravus	AC R	2.50
Thoughtlace	INT R	1.50
Timber Wolves	SC R	2.50
Time Elemental	SC R	4.00
Titania's Song	EE R	2.00
Triskelion	AC R	3.00
Urza's Avenger	AC R	3.00
Urdnen Troll	SC U	1.00
Verduran Enchantress	SC R	2.00
Volcanic Eruption	SOR R	2.00
Wanderlust	EC U	.50
Warp Artifact	EA R	1.50
Web	EE R	2.50
White Mana Battery	ART R	1.50
Whirling Dervish	SC U	1.00
Will-O'-The-Wisp	SC R	4.00
Winds of Change	SOR R	2.50
Winter Blast	SOR U	.75
Winter Orb	ART R	4.75
Wrath of God	SOR R	7.00
Xenic Poltergeist	SC R	1.50
Zombie Master	SC R	3.00

### FIFTH EDITION

#### WIZARDS OF THE COAST-1997

Full Set (448 cards)		225.00
Starter Deck (60 cards)		9.00
Starter Box (12 decks)		80.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		80.00
Commons		.10
Unlisted Uncommons		.50

Abyssal Specter	SC U	.75
Ardarkar Wastes	LAN R	3.50
Aether Storm	EN U	.75
Akron Legionnaire	SC R	2.00
Aiaddin's Ring	ART R	2.00
An-Hava Constable	SC R	2.00
Animate Wall	EC R	.75
Ankh of Mishra	ART R	1.75
Armageddon	SOR R	5.50
Aspect of Wolf	EC R	2.00
Azura Drake	SC U	.50
Bad Moon	EN R	5.00
Ball Lightning	SC R	8.50
Bar'l's Cage	ART R	2.50
Binding Grasp	EC U	.75
Birds of Paradise	SC R	6.00
Black Knight	SC U	1.50
Blinking Spirit	SC R	3.50
Bottle of Suleiman	ART R	2.00
Bottleneck Vault	LAN R	2.00
Breeding Pit	EN U	2.00
Broken Visage	INS R	2.00
Carrion Ants	SC U	1.50
Cap: Artifacts	EN U	1.00
City of Brass	LAN R	7.00
Clockwork Beast	AC R	2.25
Cockatrice	SC R	3.00
Colossus of Sardia	AC R	4.50
Conquer	EL U	1.00
Coral Helm	ART R	2.00
Craw Giant	SC U	1.00
Crimson Manticoire	SC R	2.00
Crown of the Ages	ART R	2.00
Crusade	EN R	5.00
Dance of Many	EN R	3.00
Dancing Scimitar	AC R	2.00
Deathgrip	EN U	1.00
Deflection	INT R	5.00
Derelor	SC R	2.50
Desert Twister	SOR U	.75
Dingus Egg	ART R	2.00
Divine Transformation	EC U	.75
Dragon Engine	AC R	1.50
Drain Power	SOR R	2.00
Dwarven Hold	LAN R	2.50
Earthquake	SOR R	3.50
Elder Druid	SC R	3.00
Ekin Bottle	ART R	2.50
Elven Riders	SC U	1.00
Elvish Archers	SC R	2.50

Evil Eye of Orms-by-Gore	SC U	1.00
Eye for an Eye	INS R	3.00
Fallen Angel	SC U	1.00
Felden's Cane	ART U	1.00
Fellwar Stone	ART U	1.00
Feroz's Ban	ART R	1.50
Fire Drake	SC U	.75
Flame Spirit	SC U	.50
Flying Carpet	ART R	1.75
Force of Nature	SC R	5.00
Forget	SOR R	2.00
Fountain of Youth	ART U	.50
Fungusaur	SC R	3.00
Fyndhorn Elder	SC U	.75
Game of Chaos	SOR R	2.50
Gauntlets of Chaos	ART R	3.00
Goblin King	SC R	3.00
Goblin Warrens	EN R	3.00
Greater Realm of Pres.	EN U	1.00
Havenwood Battleground	LAN U	.75
Hecatomb	EN R	3.00
Helm of Chatzuk	ART R	2.00
Hive, The	ART R	2.00
Hollow Trees	LAN R	2.50
Howling Mine	ART R	5.00
Hurky's Recall	INS R	3.00
Hurricane	SOR U	1.00
Icathan Phalanx	SC U	.50
Icathan Store	LAN R	2.50
Icathan Town	SOR R	2.00
Ice Floe	LAN U	.75
Inferno	INS R	2.50
Infinite Hourglass	ART R	2.50
Instill Energy	EC U	.75
Ironclaw Curse	EC R	2.00
Island Sanctuary	EN R	2.00
Jade Monolith	ART R	2.00
Jalmun Tome	ART R	2.00
Jandor's Saddlebags	ART R	1.75
Jaymindas Tome	ART R	3.00
Jester's Cap	ART R	8.00
Jokulhaups	SOR R	4.00
Juxtapose	SOR R	2.00
Karma	EN U	.50
Karplusan Forest	LAN R	4.00
Killer Bees	SC U	1.00
Kismet	EN U	1.00
Kjeldoran Royal Guard	SC R	3.00
Knight of Stromgald	SC U	1.00
Leviathan	SC R	3.00
Lhurgoyf	SC R	5.50
Lifetap	EN U	.50
Living Artifact	EA R	1.50
Living Londa	EN R	1.50
Lord of Atlantis	SC R	3.50
Lord of the Pit	SC R	5.00
Magical Hack	INT R	2.50
Magus of the Unseen	SC R	3.00
Mana Clash	SOR R	1.50
Mana Flare	EN R	5.00
Mana Vault	ART R	3.50
Manaharbs	EN R	2.00
Meekstone	ART R	3.00
Millstone	ART R	4.00
Mind Warp	SOR U	.50
Necropotence	EN R	4.50
Nether Shadow	SC R	2.50
Neivyrnial's Disk	ART R	5.00
Nightmare	SC R	5.00
Obelisk of Undoing	ART R	2.50
Orcish Oriflamme	EN U	.50
Orcish Squatters	SC R	3.00
Order of the Sacred Torch	SC R	3.00
Order of the White Shield	SC U	1.25
Orgg	SC R	2.25
Pentagram of the Ages	ART R	2.00
Personal Incarnation	SC R	3.00
Pirate Ship	SC R	3.00
Primal Clay	AC R	1.50
Primal Order	EN R	3.00
Pyroblast	INT U	.75
Pyrotechnics	SOR U	.50
Rabid Wombat	SC U	1.00
Rag Man	SC R	2.00

Recall	SOR R	2.00
Reverse Damage	INS R	3.00
Righteousness	INS R	3.00
Ruins of Trokar	LAN U	.50
Sand Silos	LAN R	4.00
Sea Spirit	SC U	.50
Seasinger	SC U	.75
Senjir Autocrat	SC R	3.00
Serpaph	SC R	4.00
Serpent Generator	ART R	3.00
Serra Paladin	SC U	.50
Shapeshifter	AC U	1.00
Shatterstorm	SOR U	1.50
Shivan Dragon	SC R	9.50
Sibilant Spirit	SC R	3.00
Wyluli Wolf	SC R	3.00
Xenic Poltergeist	SC R	2.00
Zombie Master	SC R	3.00
Zur's Weirding	EN R	3.00

### SIXTH EDITION (CLASSIC)

#### WIZARDS OF THE COAST-1999

Full Set (335 cards)		\$205.00
Starter Deck (75 cards)		10.00
Starter Box (12 decks)		88.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		76.00
Commons		
Sibitant Spirit		



### DOUBLE TAKES

#### WUMPUS RUMPUSS

As we've shown in this section before, the *Magic* design team will often use references from pop culture when naming cards. A particularly notable one is Hunted Wumpus, from *Mercadian Masques*. This 6/6 behemoth—along with its cousin, the Thrashing Wumpus—may have been inspired by an early computer game called *Hunt the Wumpus*, where players battled a similar beastly creature.

Skull Catapult	ART U	.50
Sleight of Mind	INT R	2.00
Smoke	EN R	2.50
Sorceress Queen	SC R	3.50
Spirit Link	EC U	1.50
Stampede	INS R	3.00
Stasis	EN R	3.25
Stromgald Cabal	SC R	3.00
Sulfurous Springs	LAN R	3.50
Sylvan Library	EN R	4.00
Thicket Basilisk	SC U	.50
Time Bomb	ART R	2.00
Time Elemental	SC R	4.00
Titania's Song	EN R	1.75
Truce	INS R	2.00
Underground River	LAN R	4.00
Urza's Avenger	AC R	2.00
Verduran Enchantress	SC R	2.00
Warp Artifact	EA R	2.00
Whirling Dervish	SC U	1.00
White Knight	SC U	1.50
Wishes	INS R	2.00
Wyluli Wolf	SC R	3.00
Zombie Master	SC R	3.00

Unlisted cards are worth the same as their Fifth Edition equivalents.

Abduction	EC U	.75
Abylith Hunter	SC R	3.00
Aether Flash	EN U	.50
Agonizing Memories	SOR U	.50
Amar Prison	ART R	3.50
Ancestral Memories	SOR R	3.00
Archangel	SC R	5.50
Ardent Militia	SC U	.50
Ashen Powder	SOR R	3.00
Baldwan Horde	SC R	7.50
Blaze	SOR U	.50
Blighted Shaman	SC U	.50
Boil	INS U	.50
Browse	EN U	1.00
Burrowing	EC U	.50
Call of the Wild	EN R	2.50
Celestial Dawn	EN R	4.50
Charcoal Diamond	ART U	1.00
Chill	EN U	.50
Creeping Mold	SOR R	2.50
Crimson Hellkite	SC R	5.50
Crystal Vein	LAN U	.50
Cursed Totem	ART R	3.00
Daaraja Griffin	SC U	.50

Daring Apprentice	SC R	3.00
Dense Foliage	EN R	2.00
Desertion	INS R	5.00
Diminishing Returns	SOR R	3.00
Doomsday	ART U	.75
Dragon Mask	ART U	.75
Dread of Night	EN U	1.00
Early Harvest	INS R	3.00
Enlightened Tutor	SC R	1.00
Ethereal Champion	SC R	3.00
Exile	INS R	4.00
Fallow Earth	SOR U	.50
Familiar Ground	EN U	.50
Femeref Archers	SC U	.50
Fervor	EN R	3.00
Final Fortune	INS R	4.00
Fire Diamond	ART U	1.00
Fire Elemental	SC U	.50
Flash	INS R	3.00
Forbidden Crypt	EN R	3.00
Goblin Recruiter	SC U	.50
Greed	EN R	3.00
Grinning Totem	ART R	4.50
Hammer of Bogardan	SOR R	10.00
Harmattan Efreet	SC U	.50
Heavy Ballista	SC U	.50
Hidden Horror	SC U	.50
Hulking Cyclops	SC U	.50
Illicit Auction	SOR R	3.00
Informal Contract	SOR R	3.00
Insight	EN U	.50
Lead Golem	AC U	.50
Library of Lat-Nam	SOR R	3.00
Light of Day	EN U	1.00
Longbow Archer	SC U	.50
Mana Prism	ART U	.50
Mana Short	INS R	2.00
Martial Diamond	ART U	1.00
Maro	SC R	6.00
Mischievous Poltergeist	SC U	.50
Moss Diamond	ART U	1.00
Mystic Compass	ART U	.50
Nature's Resurgence	SOR R	3.00
Necrosavant	SC R	4.00
Obsidian Golem	AC U	.50
Patagia Golem	AC U	.50
Pearl Dragon	SC R	4.00
Perish	SOR U	.75
Phryxian Vault	ART U	.50
Pillage	SOR U	1.25
Polymorph	SOR R	3.00
Prosperity	SOR U	1.50
Psychic Transfer	SOR R	3.00
Reckless Embermage	SC R	3.00
Relearn	SOR U	.50
Relentless Assault	SOR R	4.00
Reprisal	INS U	.50
River Boa	SC U	.75
Rowen	EN R	3.00
Serenity	EN R	3.00
Serra's Blessing	EN U	.50
Sky Diamond	ART U	1.00
Snake Basket	ART R	4.50
Soldie Sage	SC U	.50
Spitting Drake	SC U	.50
Staunch Defenders	SC U	.50
Storm Cauldron	ART R	4.00
Strands of Night	EN U	.50
Stupor	SOR U	.50
Summer Bloom	SOR U	.50
Sunweb	SC R	3.00
Tariff	SOR R	3.50

### ARABIAN NIGHTS

#### WIZARDS OF THE COAST-1999

Full Set (78 cards)		\$800.00
Booster Pack (8 cards)		90.00
Booster Box (60 packs)		4,000.00

### MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT	● BLACK	● BLUE	● GOLD	● GREEN	● RED	○ WHITE	● LAND
ART Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC R

○ Abu Ja'far	SC U	4.00
● Aladdin	SC R	7.00
● Aladdin's Lamp	ART R	5.00
● Aladdin's Ring	SC C	75
● Ali Baba	SC R	4.00
● Ali from Cairo	SC R	7.00
● Army of Allah	INS C	4.50
● Bazaar of Baghdad	LAM R	15.50
● Bird Maiden	SC C	1.00
● Bottle of Sulerman	ART R	4.50
● Brass Man	AC R	2.75
● Camel	SC C	1.75
● City in a Bottle	ART R	11.00
● City of Brass	LAM R	25.00
● Cobweb Witch	SC C	1.00
● Cyclone	EN R	4.00
● Dancing Scimitar	AC R	5.00
● Dandan	SC C	1.00
● Desert	LAM C	2.00
● Desert Nomads	SC C	2.50
● Desert Twister	SOR R	4.00
● Diamond Valley	LAM R	56.00
● Drop of Honey	EN R	35.00
● Ebony Horse	ART R	4.50
● El Hajja	SC R	5.00
● Elephant Graveyard	LAM R	21.00
● Erg Raiders	SC C	1.00
● Ehrnam Djinn	SC R	20.00
● Eye for an Eye	INS R	6.00
● Fishiver Oil	EC C	1.00
● Flying Carpet	ART R	5.00
● Flying Men	SC C	4.50
● Gharban Ogre	SC C	1.50
● Giant Tortoise	SC C	1.00
● Guardian Beast	SC R	55.00
● Hasran Ogress	SC C	1.00
● Hurr Jackal	SC C	1.50
● Ith-Bif Etreet	SC R	26.00
● Island Fish Jaszonus	SC R	5.00
● Island of Wax Wak	LAM R	35.00
● Jandor's Ring	ART R	5.00
● Jandor's Saddlebags	ART R	5.00
● Jeweled Bird	ART R	4.00
● Jihad	EN R	32.00
● Junun Efret	SC R	7.00
● Kuzam Djinn	SC R	155.00
● Khatal Ghoul	SC R	26.00
● King Suliman	SC R	13.00
● Kurd Suleiman	SC C	2.50
● Library of Alexandria	LAM R	100.00
● Magnetic Mountain	EN R	4.50
● Merchant Ship	SC R	6.00
● Metamorphosis	SOR C	1.50
● Muse Djinn	SC R	6.00
● Moonsh Cavalry	SC C	2.50
● Mountain	LAM C	5.00
● Mafs Asp	SC C	1.50
● Oasis	LAM U	2.50
● Old Man of the Sea	SC R	32.00
● Outlette	EN C	4.00
● Petty	INS C	1.00
● Pyramids	ART R	18.00
● Repentant Blacksmith	SC R	3.00
● Ring of Maruf	ART R	32.00
● Ruth Egg	SC C	12.00
● Sandals of Abdallah	ART R	6.00
● Sandstorm	INS C	1.00
● Serendib Djinn	SC R	18.00
● Serendib Efret	SC R	26.50
● Shahrzad	SOR R	20.00
● Sindbad	SC R	4.00
● Singing Tree	SC R	28.00
● Sorceress Queen	SC R	8.00
● Stone-Throwing Devils	SC C	6.00
● Unstable Mutation	EC C	1.00
● War Elephant	SC C	2.00
● Wyluh Wolf	SC C	3.50
● Ydwen Efret	SC R	10.00

## ANTIQUITIES

### WIZARDS OF THE COAST-1994

Full Set (100 cards)	\$265.00
Booster Pack (6 cards)	22.00
Booster Box (60 packs)	900.00

● Amulet of Krung	ART C	.50
○ Argivian Archaeologist	SC R	30.00
○ Argivian Blacksmith	SC C	75
● Argithian Pixies	SC C	.50
● Argothian Treelotk	SC C	75
● Armageddon Clock	ART U	4.00
● Artifact Blast	INT C	1.00
● Artifact Possession	EA C	.50
● Artifact Ward	EC C	1.00
● Ashrod's Altar	ART C	1.00
● Ashrod's Battle Gear	ART U	1.25
● Ashrod's Transmogrify	ART C	1.00
● Atog	SC C	.50
● Battering Ram	AD C	.50
● Bronze Tablet	ART R	5.00
● Candelabra of Tawos	ART R	35.00

● Circle of Protection: Artifact	EN U	5.00
● Cuthulhu Druid	SC U	3.00
● Clay Statue	AC C	.75
● Clockwork Avian	AC R	6.00
● Colossus of Sardha	AC R	7.00
● Coral Helm	ART R	4.50
● Crumble	INS C	1.00
● Curved Rack	ART U	2.00
● Damping Field	EN U	2.00
● Detonate	SDR U	2.00
● Drafter's Restoration	SC R	1.00
● Dragon Engine	AC C	1.00
● Dwarrow Weaponmith	SC U	1.00
● Energy Flux	EN U	1.00
● Feldon's Canoe	ART U	4.00
● Gaen's Avenger	SC R	8.50
● Gate to Phyrexia	EN U	3.00
● Goblin Artisans	SC C	1.50
● Golgothian Sylex	ART R	5.00
● Grapeshot Catapult	AC C	.50
● Haunting Wind	EN U	2.00
● Hurley's Recall	INS R	4.00
● Ivory Tower	ART U	7.00
● Jalam Tome	ART U	3.00
● Martyrs of Korkis	SC U	3.00
● Mighthorne	ART U	2.50
● Millstone	ART U	6.00
● Mishra's Factory (Winter)	LAN U	12.00
● Mishra's War Machine	AC R	3.50
● Mishra's Workshop	LAN R	25.00
● Obelisk of Undoing	ART R	5.00
● Omulet	AC U	2.00
● Orichal Mechanics	SC C	.50
● Orthopter	AC C	.50
● Phryxiun Grondius	SC C	.50
● Power Artifact	EA U	2.75
● Powerleech	EN U	2.50
● Priest of Yawgmoth	SC C	.50
● Primal Clay	AC U	2.00
● Rack The	ART U	2.50
● Rakalite	ART U	2.00
● Reconstructed	SOR C	1.00
● Reverse Polarity	INS C	1.00
● Rocket Launcher	ART R	4.00
● Sage of Lat-Nam	SC C	.50
● Shapechanger	AC R	4.00
● Shatterstorm	SOR R	4.00
● Staff of Zegon	ART C	.50
● Strip Mine	LAN U	9.00
● Strip Mine (sky picture)	LAN U	8.00
● Strip Mine (small tower)	LAN U	8.00
● Su Chi	AC U	4.75
● Tablet of Ephyri	ART C	.50
● Tawos's Coffin	ART R	20.00
● Tawos's Wand	ART U	1.50
● Tawos's Weaponry	ART U	1.50
● Tetrvorus	AC R	5.00
● Titania's Song	EN U	3.00
● Transmortal Artifact	SUR U	3.50
● Triskelon	AC R	6.00
● Urza's Avenger	ART C	.50
● Urza's Chalice	LAN C	.50
● Urza's Mine	LAM C	.50
● Urza's Mirror	ART R	6.00
● Urza's Power Plant	LAM C	.50
● Urza's Tower	LAM C	.50
● Wall of Spears	AC C	1.00
● Weakstone	ART U	3.00
● Xeric Poltergeist	SC U	2.00
● Yawgmoth Demon	SC R	6.50
● Yotan Soldier	AC C	.50

## LEGENDS

### WIZARDS OF THE COAST-1994

Full Set (310 cards)	\$880.00	
Booster Pack (15 cards)	28.00	
Booster Box (36 packs)	950.00	
Unholy Commons	50	
● Abomination	SC U	2.00
● Abyss The	EN R	48.00
● Acid Rain	SOR R	16.00
● Adon Dakreshield	SC R	7.50
● Adventurer's Guildhouse	LAM U	1.00
● Argivian Berserker	SC U	3.00
● Asking Leprechaun	SC C	1.00
● Akron Legionnaire	SC R	6.00
● All Hallow's Eve	EN R	28.00
● Al-abara's Carpet	ART R	6.00
● Alchor's Tomb	ART R	7.50
● Angelic Voices	EN R	8.00
● Angus Mackenzie	SC R	8.00
● Anti-Magic Aura	EC C	1.00
● Arbona	EN U	3.00
● Arcane Sabbath	SC R	11.00
● Arena of the Ancients	ART R	6.00
● Avoid Fate	INT C	1.00
● Axielrod Gunnarson	SC R	6.00
● Ayasha Tanaka	SC R	6.00
● Azure Drake	SC U	2.00

● Backdraft	INS U	2.25
● Backfire	EC U	2.00
● Barbary Apes	SC C	1.00
● Bartle Runexite	SC R	2.50
● Beasts of Bogardan	SC U	1.50
● Black Mana Battery	ART U	3.50
● Blazing Effigy	SC C	1.00
● Blight	EL U	2.00
● Blood Lust	INS U	3.00
● Blue Mana Battery	ART U	3.50

● Fallen Angel	SC U	4.50
● Falling Star	SOR R	6.00
● Faint	IHS C	1.00
● Field of Dreams	EN R	9.00
● Fire Sprites	SC C	1.25
● Fury Phoenix	SC R	19.00
● Flash Counter	INT C	1.00
● Floral Spuzem	SC U	2.50
● Force Spike	INT C	1.00
● Forebrought Amulet	ART R	6.00
● Fortified Area	EN C	1.50



## CLONE COLLECTOR

Mewtwo—created in the pokémon movie "Mewtwo Strikes Back"—is actually a clone of the super-rare pokémon Mew. But he's a bad seed and joins forces with Team Rocket to clone all the pokémon. During the epic conclusion, Mew shows up to save the day.

Bors Devilboon	SC R	6.00
Bonne Hag	SC U	3.00
Bronze Horse	AC R	4.00
Carrion Ants	SC R	7.50
Cathedral of Serra	LAN U	2.00
Caverns of Despair	EN R	6.00
Chain Lightning	SOR C	4.50
Chams of Mephatotholes	EN R	17.00
Chromium	SC R	8.00
Cleanse	SOR R	12.00
Clergy of the Holy Nimbus	SC C	.75
Cocoon	EC U	2.00
Concordant Crossroads	EN R	5.00
Cosmic Horror	SC R	4.50
Cross Giant	SC U	4.00
Crevasse	EN U	2.50
Crimson Kobolds	SC C	1.00
Crimson Manticoire	SC R	5.50
Crookshank Kobolds	SC C	1.00
Dakkon Blackblade	SC R	7.50
D'Avenant Archer	SC C	.75
Darkness	INS C	1.00
Deadfall	EN U	3.00
Demonic Torment	EC U	3.50
Devouring Deep	SC C	.75
Disharmony	INS R	5.00
Divine Intervention	EN R	7.50
Divine Offering	INS C	1.00
Divine Transformation	EC R	7.00
Divine Void	ART R	5.50
Dream Coat	EC U	3.00
Dwarf Song	INS U	2.50
Elder Land Wurm	SC R	5.00
Elfain Sposwan	SC R	7.00
Even Riders	SC R	5.00
Enchanted Being	SC C	1.00
Enchantment Alteration	INS C	1.00
Equinox	EL C	1.50
Eternal Warrior	EC U	1.50
Eureka	SOR R	25.00
Evileye of Orms-Bey-Gore	SC U	4.00

● Ivory Guardians	SC U	2.00
● Jasmine Bongori	SC R	3.00
● Jedi Ojanen	SC U	3.50
● Jerrard of the Clossed Fist	SC U	4.00
● Johan	SC R	8.00
● Joyval Evil	SOR R	8.00
● Juxtapose	SOR R	6.00
● Karakas	LAM U	3.50
● Kabold the Lone Wolf	SC U	4.00
● Kei Taxahashi	SC R	6.00
● Killer Bees	SC R	7.00
● Kismet	EN U	4.00
● Knowledge Vault	ART R	5.00
● Kobold Dril Sergeant	SC U	4.50
● Kobold Overlord	SC R	8.00
● Kobold Taskmaster	SC U	5.00
● Kobolds of Kher Keep	SC C	1.00
● Kry Shield	ART U	3.00
● Lady Caleria	SC R	8.00
● Lady Evangela	SC R	6.00
● Lady of the Mountain	SC U	3.75
● Lady Orcia	SC U	5.00
● Land Equilibrium	EN R	9.00
● Land Tax	EN R	7.00
● Land's Edge	EN R	7.00
● Lesser Werewolf	SC U	3.50
● Life Chisel	ART U	3.50
● Life Matrix	ART R	7.00
● Lifelblood	EN R	7.50
● Living Plane	EN R	14.00
● Lvonya Silone	SC R	10.00
● Lord Magnus	SC U	4.00
● Lost Soul	SC C	1.00
● Mana Drain	INT U	36.00
● Mana Matrix	ART R	7.00
● Marble Prest	AC U	2.50
● Mountain Stronghold	LAN U	3.00
● Mountain Yet	SC U	2.25
● Nebuchadnezzar	SC R	8.00
● Nether Void	EN R	30.00
● Nicol Bolas	SC R	10.00
● North Star	ART R	6.50
● Nova Pentacle	ART R	7.50
● Osan Vultures	SC C	1.00
● Pallada-Mors	SC R	10.00
● Part Water	SOR U	3.00
● Pavel Matika	SC U	3.00
● Pendelhaven	LAN U	3.50
● Petra Sphinx	SC R	4.50
● Pixie Queen	SC R	5.00
● Planar Gate	ART R	7.00
● Prades Gypsies	SC C	1.50
● Presence of the Master	EN U	5.00
● Primordial Once	SC U	2.00
● Princess Lucreza	SC U	3.00
● Psionic Entry	SC R	4.50
● Psycho Purge	SOR C	1.00
● Puppet Master	EC U	2.50
● Pyrotechnics	SOR U	1.00
● Quagmire	EN U	3.00
● Quarum Trench Gnomes	SC R	6.00
● Rabid Wombat	SC U	4.00
● Radjan Spirit	SC U	2.50
● Raging Bull	SC C	1.00
● Ragnar	SC R	7.50
● Ramerez DePietro	SC R	4.00
● Ramses Overdark	SC R	8.00
● Rapid Fire	INS R	8.00
● Rasputin Dreamweaver	SC R	7.50
● Rebirth	SOR R	5.50
● Recall	SOR U	8.00
● Red Mana Battery	ART U	4.00
● Reincarnation	INS U	3.50
● Relic Barrier	ART U	3.50
● Relic Bind	EA U	3.00
● Remove Enchantments	INS C	.75
● Remove Soul	INT C	1

# MAGIC

The Gathering®

## Price Guide

Sir Shandar of Ebyrn	SC U	3.50
Sivitri Scarzam	SC U	3.00
Sof'kanar the Swamp King	SC R	10.00
Spectral Cloak	EC U	5.50
Spinal Villain	SC R	8.00
Spine Link	EC U	6.50
Spark Shackle	EC U	1.00
Spiritual Sanctuary	EN R	7.00
Stamp	SC R	7.00
Storm Seeker	INS U	4.50
Storm World	EN R	8.00
Subdue	INS C	1.00
Sunstar Falconer	SC U	3.00
Sword of the Ages	ART R	22.00
Sylvan Library	EN R	6.50
Sylvan Paradise	INS U	3.00
Syphon Soul	SOR C	1.50
Tabernacle at Pendrell Vale	LAN R	25.00
Takklemaggot	EC U	2.00
Taklorneeks	INS R	8.00
Teleport	INS R	3.00
Tempest Efreet	SC R	6.00
Tetsuo Umewaza	SC R	10.00
Thunder Spirit	SC R	21.00
Time Elemental	SC R	8.00
Tobias Andrian	SC U	3.00
Tolaria	LAN U	3.50
Tor Wukar	SC U	2.50
Torsten Von Ursus	SC U	3.50
Touch of Darkness	INS U	3.00
Trassic Egg	ART R	5.50
Tukuir Deathclock	SC R	7.00
Tundra Wolves	SC C	1.00
Typhoon	SOR R	7.00
Undertow	EN U	2.75
Underworld Dreams	EN U	25.00
Unholy Citadel	LAN U	3.00
Untamed Wilds	SOR U	2.50
Urborg	LAN U	4.00
Ur-Drago	SC R	7.00
Vaeictis Asmadi	SC R	12.00
Venerian Gold	EC C	.75
Visions	SOR U	3.00
Voodoo Doll	ART R	5.00
Walking Dead	SC C	.75
Wall of Caltrops	SC C	1.00
Wall of Dust	SC U	1.50
Wall of Earth	SC C	.75
Wall of Light	SC U	3.00
Wall of Opposition	SC R	5.00
Wall of Putrid Flesh	SC U	3.00
Wall of Tombstones	SC U	3.00
Wall of Wonder	SC U	2.50
Whirling Dervish	SC U	3.50
White Mana Battery	ART U	4.00
Willow Satyr	SC R	7.00
Wills of Change	SOR R	4.00
Winter Blast	SOR U	5.00
Wolverine Pack	SC C	1.00
Wood Elemental	SC R	8.00
Wretched, The	SC R	9.00
Xira Arien	SC R	7.00
Zephyr Falcon	SC C	1.00

### THE DARK

WIZARDS OF THE COAST-1994

Full Set (119 cards)	\$125.00
Booster Pack (8 cards)	8.00
Booster Box (60 packs)	360.00
Unholy Commons	25

Dance of Many	EN R	3.00
Dark Heart of the Wood	EN C	.25
Dark Sphere	ART U	1.50
Diabol Machine	AC U	1.00
Dust to Dust	SOR U	.25
Eater of the Dead	SC U	2.00
Electric Coil	SU U	1.00
Eyes of Deep Shadow	SC U	2.00
Eternal Flame	SOR R	3.00
Exorcist	SC R	4.00
Fasting	EN U	1.00
Felwar Stone	ART U	2.50
Fire and Brimstone	INS U	1.25
Fire Drake	SC U	1.00
Flood	EN C	.75
Fountain of Youth	ART C	.75
Frankenstein's Monster	SC R	5.00
Gaea's Touch	EN C	.25
Goblin Wizard	SC U	4.00
Grave Robbers	SC R	3.50
Hidden Path	EN R	3.50
Inferno	INS R	4.00
Knights of Thorr	SC R	3.50
Leviathan	SU R	4.00
Living Armor	ART C	.75
Lurker	SC R	2.00
Mana Clash	SOR R	2.75
Mana Vortex	EN R	3.00
Martyr's Cry	SOR R	3.00
Mag of Ifh	LAN U	9.00
Merkof Assassin	SC U	3.00
Mind Bomb	SOR U	1.50
Miracle Worker	SC C	.25
Nameless Race	SC R	4.00
Necropolis	AC U	1.75
Niall Silvain	SC R	2.50
Drc General	SC U	1.25
People of the Woods	SC U	1.50
Preacher	SC R	9.00
Psychic Allergy	EN R	4.00
Rag Man	SC R	3.00
Reflecting Mirror	ART U	1.50
Runesword	ART C	1.00
Safe Haven	LAN R	3.00
Scarecrow	AC U	1.75
Scavenging Bandits	SC R	3.00
Scavenging Goblins	SC U	.25
Scavenging Hag	SC U	1.50
Season of the Witch	EN R	3.00
Sisters of the Flame	SC C	1.00
Skull of Orm	ART U	3.00
Sorrow's Path	LAN R	3.00
Spitting Slug	SC U	1.00
Standing Stones	ART U	2.00
Stone Calendar	ART R	3.00
Tangle Kelp	EC U	.75
Tividar's Crusade	SOR U	1.50
Tormod's Crypt	ART C	1.00
Tower of Correll	ART U	1.00
Tracker	SC R	4.00
Uncle Istvan	SC U	2.00
Wand of Ifh	ART U	2.00
War Barge	ART U	2.00
Water Wurm	SC C	.25
Whippoorwill	SC U	2.00
Witch Hunter	SC U	3.75
Worms of the Earth	EN R	2.50
Wormwood Treefolk	SC R	3.00

### FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Amnesia	SOR R	3.00
Angry Mob	SC U	1.00
Apprentice Wizard	SC C	1.00
Ball Lightning	SC R	12.00
Banshee	SC U	1.00
Barf's Cage	ART R	2.25
Blood Moon	EN R	5.00
Blood of the Murtry	INS U	1.00
Bone Flute	ART U	1.00
Book of Russ	ART U	1.00
Brothers of Fire	SC C	.75
Cave People	SC U	1.00
City of Shadow	LAN R	3.00
Cleansing	SOR R	3.00
Coal Golem	AC U	1.50
Curse Artifact	EA U	1.50
Anoullite	ART R	1.00
Balm of Restoration	ART R	1.00
Bottomless Vault	LAN R	2.50
Breeding Pit	EN U	2.75
Couch Honk	ART R	1.00
Deep Spawn	SC U	.75
Delfi's Cone	ART R	1.00
Delfi's Cube	ART R	1.50
Dervilor	SC R	2.50
Dragonian Cylix	ART R	1.50

Dwarven Armorer	SC R	1.00
Dwarven Catapult	INS U	.50
Dwarven Hold	LAN R	2.00
Dwarven Lieutenant	SC U	.50
Ebon Praetor	SC R	3.00
Ebon Stronghold	LAN U	1.00
Elven Lyre	ART R	1.00
Evil Farmer	SC R	2.00
Farril's Mantle	EC U	.50
Farrelle Priest	SC U	.50
Feral Thallid	SC U	.50
Fungal Bloom	EN R	2.00
Goblin Flotilla	SC R	1.50
Goblin Kitties	EN U	.50
Goblin Warrens	EN R	3.00
Hand of Justice	SC R	3.00
Havenwood Battleground	LAN U	1.00
Heroism	EN U	.50
Hollow Trees	LAN R	2.50
Homard Shaman	SC R	.75
Homard Spawning Bed	EN U	.50
Hymn to Tournach	SOR C	.50
Ictacian Lieutenant	SC R	2.00
Ictacian Phalanx	SC U	.50
Spare Flower	SC U	.50
Syleunite Priest	SC U	1.00
Syleunite Temple	LAN U	1.00
Thalid Devourer	SC U	.50
Thelon's Chant	EN U	.50
Thelon's Curse	EN R	1.00
Thelonite Druid	SC U	.50
Thelonite Monk	SC R	1.00
Thrill Champion	SC R	2.50
Thrill Retainer	EC U	.50
Thrill Wizard	SC U	.75
Tidal Influence	EN U	.50
Torchach's Chant	EN U	.50
Torchach's Gate	EL R	2.00
Toralian Knights	SC R	1.50
Vodalian War Machine	SC R	1.50
Zeylon Sword	ART R	1.00

### ICE AGE

WIZARDS OF THE COAST-1995

Full Set (363 cards)	\$185.00
Starter Deck (60 cards)	9.00
Starter Box (10 decks)	83.00
Booster Pack (15 cards)	2.95



### DOUBLE TAKES

#### LITTLE PRICKS

We're referring to piercings and tattoos, you perverts! Many Magic characters are quite hip when it comes to fashion, as you can see a number of body modifications on cards like these: the Serendib Djinn has both of his nipples pierced, while Takara's navel piercing can be seen on Unmask; check out InQuest Gamer #55's cover for a better view. We hear the Serra Angel has a tattoo, but only she knows for sure.

Icayan Priest	SC U	.50
Icayan Skirmisher	SC R	2.00
Iconic Store	LAN R	2.00
Iconic Town	SOR R	2.00
Implements of Sacrifice	ART R	1.00
Orcish Captain	SC U	.50
Org	SC R	2.50
Raiding Party	EN U	.75
Rainbow Vale	LAN R	2.00
Ring of Renewal	ART R	1.00
River Merfolk	SC R	2.50
Ruins of Trakir	LAN U	.75
Sand Sifter	LAN R	2.00
Seasinger	SC U	1.00
Soul Exchange	SOR U	1.00
Spirit Shield	ART R	1.00
Abyssal Specter	SC U	1.75
Adarkar Wastes	LAN R	5.00
Aegis of the Meek	ART R	2.50
Altar of Bone	SOR R	2.00
Amulet of Quzix	ART R	2.25
Anarchy	SC R	1.00
Ashen Ghoul	SC U	1.00
Baldovian Hydra	SC R	3.50
Blinding Spirit	SC R	4.50
Blizzard	EN R	2.00
Brand of Ill Omen	EC R	2.00

### MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
AC Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC Summon Creature
AC Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL Summon Legend
CR Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR Sorcery

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

Sibilant Spirit	SC R	4.00
Skeleton Ship	SC R	2.00
Sleight of Mind	INT U	1.25
Snow Fortress	AC R	2.00
Snowblind	EC R	2.00
Solden Golem	AC R	3.00
Spoils of Evil	INT R	3.00
Spoils of War	SOR R	3.00
Staff of the Ages	ART R	2.50
Stampede	INS R	2.00
Stench of Evil	SOR U	1.25
Storm Spring	SC R	3.00
Stormbird	EN R	3.50
Stronghold Cabal	SC R	3.50
Stunted Growth	SOR R	3.00
Sulfurous Springs	LAN R	4.50
Swords to Plowshares	INS S	1.50
Thermokarst	SOR U	2.00
Timberline Ridge	LAN R	3.00
Time Bomb	ART R	3.00
Total War	EN R	2.00
Trailblazer	INS S	2.50
Underground River	LAN R	5.50
Veldt	LAN R	3.00
Vexing Arcane	ART R	2.50
Vibrating Sphere	ART R	2.00
Witigo	SC R	3.00
Winter's Chill	INS S	1.00
Wrath of Marit Lage	EN R	2.50
Zur's Weirding	EN R	3.00
Zuran Orb	ART U	1.50

## CHRONICLES

### WIZARDS OF THE COAST-1995

Full Set (140 cards)	\$60.00
Booster Pack (12 cards)	2.45
Booster Box (45 packs)	95.00
Unlisted Commons	1.00

○ Abu Ja'far	SC U	1.00
○ Akron Legionnaire	SC R	1.75
○ Aladdin	SC R	2.00
○ Angelic Vowes	EN R	3.00
○ Arcades Sabbath	SL R	3.50
○ Arena of the Ancients	ART R	2.00
○ Axelrod Gunnarson	SL R	2.00
○ Ayasha Tanaka	SL U	2.00
○ Azure Drake	SC U	.50
○ Banshee	SC U	.50
○ Barf's Cage	ART R	1.50
○ Beasts of Bogardan	SC U	.50
○ Blood of the Martyr	JNS U	.50
○ Blood Moon	EN R	3.00
○ Book of Rass	ART R	1.00
○ Bronze Horse	AC R	1.75
○ Chromium	SL R	4.00
○ City of Brass	LAN R	8.00
○ Cocoon	EC U	.75
○ Concordant Crossroads	EW R	3.00
○ Craw Giant	SC U	1.50
○ Cyclone	EN R	2.00
○ Dakkon Blackblade	SL R	3.50
○ Dance of Many	EN R	2.00
○ Enchantment Alteration	INS U	.50
○ Erhmann Dynn	SC U	4.00
○ Fallen, The	SC U	1.00
○ Fallen Angel	SC U	2.00
○ Feldon's Came	ART C	.75
○ Fire Drake	SC U	.50
○ Gabriel Angelfire	SL R	3.00
○ Gauntlets of Chaos	ART R	2.00
○ Goblin Artisans	SC U	.50
○ Hell's Caretaker	SC R	4.00
○ Horn of Deafening	ART R	2.00
○ Ivory Guardians	SC U	.50
○ Julum Tome	ART R	2.00
○ Jeweled Bird	ART R	1.00
○ Johan	SL R	2.50
○ Justapose	SOR R	2.00
○ Kei Takahashi	SL R	.25
○ Land's Edge	EW R	3.50
○ Marhault Eksdragon	SL U	.25
○ Nebuchadnezzar	SL R	3.00
○ Nicol Boas	SL R	4.00
○ Obelisk of Undsong	ART R	2.00
○ Pallada-Mors	SL R	3.50
○ Petra Sphinx	SC R	2.75
○ Primordial Doze	SC U	.50
○ Puppet Master	EC U	.50
○ Raibid Wombat	SC U	.75
○ Rakakite	ART R	1.00
○ Recall	SOR U	1.00
○ Reverb	EW R	3.00
○ Rubina Saulsinger	SL R	3.00
○ Safe Haven	LAN R	2.00
○ Sentinel	AC R	1.75
○ Serpent Generator	ART R	2.50
○ Shield Wall	SC U	.50
○ Sherman Night Stalker	SC U	.50
○ Sivn'r Scarzam	SL U	.25
○ Sokarana the Swamp King	SL R	4.00
○ Stangg	SL R	2.00

## HOMELANDS

### WIZARDS OF THE COAST-1995

Full Set (140 cards)	\$60.00
Booster Pack (8 cards)	1.85
Booster Box (60 packs)	68.00
Commons	1.00
Unlisted Uncommons	.50

○ Ether Storm	INS U	2.00
○ Tokkdemagot	EC U	.50
○ Teleport	SOR R	1.50
○ Tobias Androne	SL U	.25
○ Tomord's Crypt	ART U	.25
○ Trassis Egg	ART R	1.50
○ Urza's Mine (four versions)	LAN C	.25
○ Urza's Power Plant (four versions)	LAN C	.25
○ Urza's Tower (four versions)	LAN C	.25
○ Vevicvits Asmadi	SL R	4.00
○ Voodoo Doll	ART R	1.50
○ Wall of Opposition	SC U	.50
○ Witch Hunter	SL U	1.00
○ Wretched, The	SC R	3.50
○ Xira Arien	SL R	2.00
○ Yawgmeth Demon	SC R	2.00

○ Fatal Lore	SOR R	3.00
○ Floodwater Dam	ART R	3.00
○ Force of Will	INT U	2.50
○ Gargantuan Gorilla	SC R	2.00
○ Gustha's Scepter	ART R	3.00
○ Helm of Obedience	ART R	7.00
○ Ivory Gorgoly	SC R	5.00
○ Keeper of Tressherhorn	SC R	3.00
○ Keldoran Outpost	LAN R	7.00
○ Krovikan Horror	SC R	3.00
○ Lake of the Dead	LAN R	8.50
○ Library of Lat-Nam	SOR R	3.50
○ Lim-Dil's Paladin	SC U	1.00
○ Lim-Dil's Vault	INS U	1.00
○ Lodestone Bauble	ART R	3.00
○ Lord of Tressherhorn	SC R	5.00
○ Misfortune	SOR R	2.00
○ Nature's Wrath	EN R	3.00
○ Phantasmal Sphere	SC R	3.00
○ Phelldagrif	SC R	3.00
○ Phryxean Devourer	AC R	2.50
○ Phryxean Portal	ART R	3.00
○ Pillage	SOR U	2.00
○ Rited of the Machine	SC R	3.00
○ Rogue Skycaptain	SC R	2.50
○ Royal Decree	EN R	2.50
○ Scars of the Veteran	INS U	1.00

○ Abyssal Hunter	SC R	3.00
○ Acidic Dagger	ART R	2.00
○ Afya Grove	EN R	2.50
○ Afterlife	INS U	.75
○ Amber Prison	ART R	3.00
○ Amulet of Unmaking	ART R	2.00
○ Ancestral Memories	SOR R	3.00
○ Ashen Powder	ART R	2.00
○ Asmira, Holv Avenger	SC R	3.00
○ Auspicious Ancestor	SC R	2.50
○ Barrelin Attack	INS U	2.00
○ Basalt Golem	AC U	.50
○ Before Hordes	SC R	.50
○ Blighted Shaman	SC U	.50
○ Blind Fury	INS U	.50

## MIRAGE

### WIZARDS OF THE COAST-1996

Full Set (350 cards)	\$170.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	85.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	75.00
Comments	10
Unlisted Uncommons	.50

○ Dissipate	INT U	1.00
○ Divine Retribution	INS R	2.50
○ Dwarven Miner	SC U	.75
○ Early Harvest	INS R	3.00
○ Emberwilde Caliph	SC R	2.50
○ Emberwilde Djin	SC R	2.00
○ Energy Vortex	SOR R	3.00
○ Enlightened Tutor	INS U	1.50
○ Ethereal Champion	SC R	2.50
○ Favorable Destiny	EC U	.75
○ Final Fortune	INS R	5.50
○ Fire Diamond	ART U	1.00
○ Flash	INS R	3.00
○ Forbidden Crypt	EN R	3.00
○ Forsaken Wastes	EN R	5.00
○ frenetic Erefet	SC R	4.00
○ Goblin Soothsayer	SC U	.50
○ Grim Feast	EN R	3.00
○ Grinning Totem	ART R	5.50
○ Hakim Lureweaver	SC R	3.00
○ Hall of Gemstone	EN R	3.00
○ Hammer of Bogardan	SOR R	13.00
○ Harbinger of Night	SC R	2.50
○ Hivis Scaleback	SC R	3.00
○ Hivis' Scaleback	SC R	3.00
○ Hivish Hordes	AC U	.50
○ Illicit Auction	SOR R	2.50
○ illumination	INT U	.50
○ Infernal Contract	SOR R	3.50
○ Jabin's Influence	INS R	1.00
○ Jungle Patrol	SC R	2.50
○ Kokenssa Pirates	SC R	2.75
○ Leering Gargoyle	SC R	2.50
○ Lion's Eye Diamond	ART R	2.00
○ Lure of Eye	INS R	2.00
○ Malignant Growth	EN R	2.00
○ Mana Prism	ART U	1.00
○ Mangara's Blessing	INS R	1.00
○ Mangara's Equity	EN U	1.00
○ Mangara's Tome	ART R	3.00
○ Marble Diamond	ART U	1.00
○ Mare	SC R	5.50
○ Melesse Spirit	SC U	1.00
○ Mindbender Spores	SC R	2.50
○ Mire Shade	SC U	.50
○ Misers' Cage	ART R	3.00
○ Mist Dragon	SC R	5.00
○ Moss Diamond	ART U	1.50
○ Mystical Tutor	INS U	1.00
○ Natural Balance	SC R	3.50
○ Netteteeth Ojinn	SC U	1.00
○ Null Chamber	EN R	3.00
○ Ocular Purge	SC R	2.00
○ Outrageous Damage	INS R	3.00
○ Reparations	EN R	2.00
○ Rock Basilisk	SC R	3.00
○ Roots of Life	EN U	.50
○ Sacred Mana	EN R	5.00
○ Savage Twister	SOR U	1.00
○ Sawback Mantcore	SC R	2.50
○ Sealed Fate	SOR U	1.00
○ Seeds of Innocence	SOR R	2.00
○ Shadow Grave	INS R	4.00
○ Shauder Enduring	SC R	3.00
○ Shimmer	EN R	3.50
○ Sidar Jabari	SC R	2.00
○ Sky Diamond	ART D	1.50
○ Soul Echo	EN R	3.00
○ Spectral Guardian	SC R	3.00
○ Spirit of the Night	SC R	6.50
○ Stupor	SOR U	1.00
○ Subterranean Spirit	SC R	3.00
○ Sunweb	SC R	3.50
○ Tainted Specter	SC R	2.00
○ Taniwha	SC R	4.00
○ Teeka's Dragon	AC R	5.00
○ Tefen's Imp	SC R	2.50
○ Tefen's Isle	LAN R	2.50
○ Tel'mitor	SC R	2.50
○ Tel'mitor's Edict	INS R	2.00
○ Tombstone Starwell	EN R	4.00
○ Torrent of lava	SOR R	3.00
○ Uktabi Wildcats	SC R	3.50
○ Unfulfilled Desires	EN R	3.00
○ Venfbat Imp	ART R	2.50
○ Vigilant Martyr	SC U	.75
○ Volcanic Dragon	SC R	6.00



## DOUBLE TAKES

### MODERN MYTH, PART 2

If a real gunfighter tried to hold down the trigger and brush back the hammer repeatedly for quick firing, he'd end up on Boot Hill right quick. If he didn't get his hand or glove caught, he'd be lucky if he could hit the broadside of a barn. Most gunfighters either took slow, deliberate aim or just shot a lot and hoped to hit their targets.

○ Sheltered Valley	LAN R	3.00
○ Shield Sphere	AC U	1.00
○ Sol Grai	ART R	1.50
○ Soldie Digger	ART R	3.50
○ Solide Excavations	LAN R	4.00
○ Splintering Wind	EN R	2.00
○ Stromgard Spy	SC U	1.00
○ Sustaining Sprint	SC R	3.00
○ Sworn Defender	SC R	3.00
○ Thawing Glaciers	LAN R	8.00
○ Thought Lash	EN R	2.50
○ Tidal Control	EN R	3.00
○ Tornado	EN R	2.00
○ Urza's Engine	AC R	1.00
○ Diseased Vermin	SC U	1.00
○ Dystopia	EN R	4.00
○ Energy Arc	INS U	1.00
○ Exile	INS R	4.75
○ Bon Mask	ART R	2.50
○ Brushwagg	SC R	2.00
○ Burning Palm Erect	SC U	.75
○ Cadaverous Bloom	EN R	5.00
○ Canopy Draggon	SC R	5.00
○ Carrion	INS R	2.00
○ Catacomb Dragon	SC R	5.50
○ Celestial Dawn	EN R	6.00
○ Chaoosphere	EN R	3.00
○ Charcoal Diamond	ART U	1.00
○ Circle of Despair	EN R	2.00
○ Consuming Ferocity	EC U	.50
○ Coral Fighters	SC U	5.00
○ Crimson Hellkite	SC R	6.00
○ Crypt Cobra	SC U	.50
○ Cursed Totem	ART R	4.00
○ Varichild's War-Riders	SC R	3.00
○ Wand of Denial	ART R	1.50
○ Wandering Mage	SC R	2.50
○ Cycle of Life	EN R	2.50
○ Daring Apprentice	SC R	2.50
○ Discardant Spirit	SC R	2.00

# MAGIC

The Gathering®

## Price Guide

Volcanic Geyser	INS U	1.00
Waiting in the Weeds	SOR R	3.00
Warping Wurm	SC R	2.00
Wellspring	EL R	2.00
Wildfire Emissary	SC U	1.00
Worldly Tutor	INS U	1.00
Yare	INS R	2.00
Zebra Unicorn	SC U	1.00
Zirion of the Claw	SC R	4.00
Zuber Golden Feather	SC R	3.00

### VISIONS

#### WIZARDS OF THE COAST-1997

Full Set (167 cards)		140.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		100.00
Commons		15
Unlisted Uncommons		50

Aku Djinn	SC R	6.00
Anvil of Bogardan	ART R	4.50
Archangel	SC R	6.50
Army Ants	SC U	50
Blanket of Night	EN U	1.00
Bogardan Phoenix	SC R	3.50
Brass Talon Chimera	AC U	50
Breathstom's Crypt	EN R	2.50
Bronc of Cockroaches	SC U	50
Chronatog	SC R	4.00
City of Solitude	EN R	6.00
Corruption	EN R	2.00
Creeping Mold	SOR U	2.00
Desertion	INT R	5.00
Desolation	EN U	1.00
Diamond Kalidoscope	ART R	2.50
Dragon Mask	ART U	1.00
Elephant Grass	EN U	1.00
Ethan Lair	EN R	3.00
Equouste	EN R	3.00
Eye of Singularity	EN R	3.00
Fenref Enchantress	SC R	3.00
Firestorm Hellkite	SC R	5.00
Flooded Shoreline	EN R	3.00
Forbidden Ritual	SOR R	3.00
Goblin Recruiter	SC U	1.00
Griffin Canyon	LAN R	3.00
Guiding Spirit	SC R	2.50
Helm of Awakenning	ART R	1.00
Honorable Passage	INS U	1.00
Jugu Bubble	ART U	50
Kaervek's Spite	INS R	3.00
Katabatic Winds	EN R	2.00
Kokku	SC R	3.00
Lead Belly Chimera	AC U	50
Lichenthrop	SC R	3.00
Lightning Cloud	EN R	3.00
Longbow Archer	SC U	1.50
Magma Mine	ART U	75
Miraculous Recovery	INS U	1.50
Natura's Order	SOR R	3.50
Necromancy	EN U	1.00
Necrosavant	SC R	3.00
Nekratol	SC U	1.50
Ogre Enforcer	SC R	3.50
Ovinnancer	SC U	1.00
Peace Talks	SOR U	.50
Phryxiun Mandaril	AC R	3.00
Pillar Tombs of Aku	EN R	3.50
Prosperity	SOR U	1.50
Pygmy Hippo	SC R	3.00
Quicksand	LAN U	1.00
Quinton Druid	SC R	2.50
Rainbow Effect	SC R	5.00
Relentless Assault	SOR R	7.00
Retribution of the Moon	SC R	3.00
Righteous War	EN R	3.00
Rover	EN R	3.00
Sands of Time	ART R	3.00
Scabebane's Elite	SC U	1.00
Simoon	INS U	.50
Snake Basket	ART R	4.50
Squandered Resources	EN R	3.00
Stampeding Wildebeests	SC U	1.00
Suliman's Legacy	EN R	3.00
Summer Bloom	SOR U	1.00
Teferi's Puzzle Box	ART R	2.50
Teferi's Realm	EN R	3.00
Tempest Drake	SC U	1.00

Three Wishes	INS R	2.50
Tin-Wing Chimaera	AC U	.50
Tithe	INS R	4.50
Triangle of War	ART R	3.00
Undiscovered Paradise	LAN R	7.00
Vampire Tutor	INS R	10.00
Vashnare Sandstalker	SC U	1.00
Vashnare Dragon	SC R	6.50
Wand of Denial	ART R	3.50
Wateryot Djinn	SC U	1.00
Zhaflim Crusader	SC R	3.00

### WEATHERLIGHT

#### WIZARDS OF THE COAST-1997

Full Set (167 cards)		105.00
Booster Pack (15 cards)		2.75
Booster Box (36 packs)		76.00
Commons		10
Unlisted Uncommons		50

Abeyance	INS R	5.50
Aboroth	SC R	4.00
Aluren	EN R	5.00
Angelic Protector	SC U	.75
Alabaster Dragon	SC R	4.50
Ancestral Knowledge	EN R	4.00
Avanza	SC R	3.00
Banshi	SC U	50
Bone Dancer	SC R	3.00
Bosum Strip	ART R	2.50
Bubble Matrix	ART R	4.00
Call of the Wild	EN R	3.50
Chimeric Sphere	ART U	75
Debt of Loyalty	INS R	3.00
Dense Foliage	EN R	4.00
Dingus Staff	ART U	1.00
Doomsday	SOR R	3.50
Dwarven Thumeburster	SC R	2.50
Ertai's Familiar	SC R	3.00
Fervor	EN R	4.50
Firestorm	INS R	4.50
Fonyuan Brigade	SC U	.75
Fungus Elemental	SC R	2.75
Gaea's Blessing	SOR U	1.00
Gallowbraid	SC R	3.00
Genstone Mine	LAN U	3.25
Gobbl Bomb	EN R	4.00
Heart of Bogardan	EN R	3.00
Heir Stroke	EN R	3.00
Hurton Shaman	SC U	.50
Internal Tribute	EN R	3.00
Inner Sanctum	EN R	3.00
Legue of the Hollows	SC R	3.50
Lotus Vale	LAN R	10.50
Mana Web	ART R	5.00
Maraxus of Keld	SC R	5.00
Monrif	SC R	3.00
Noble Benefactor	SC U	.75
Nul Rod	ART R	3.00
Orcish Settlers	SC R	1.00
Paradigm Shift	SOR R	3.00
Peacekeeper	SC R	4.00
Pendrell Mats	EN R	4.00
Phantom Warrior	SC U	.50
Psychic Vortex	EN R	3.00
Releam	SOR U	1.00
Scorched Ruins	LAN R	3.00
Serenity	EN R	4.25
Sheriff's Blessing	EN R	1.00
Southern Paladin	SC R	4.00
Tarif	SOR R	3.00
Teferi's Veil	EN U	50
Thran Tome	ART R	2.75
Thundermire	SC R	6.00
Toalan Entrancer	SC R	3.00
Tolarian Serpent	SC R	3.00
Touchstone	ART U	1.00
Tranquil Grove	EN R	3.00
Urborg Justice	INS R	3.00
Urborg Stalker	SC R	3.00
Volunteer Reserves	SC U	1.50
Wield of Knowledge	ART R	3.00
Wave of Terror	EN R	3.00
Well of Knowledge	ART R	4.00
Winding Canyon	LAN R	4.00
Xanthic Statue	ART R	3.00

### TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)		225.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		84.00
Starter Deck (60 cards)		9.00
Starter Box (12 decks)		85.00
Starter Box (12 decks-pre-constructed)		125.00
Commons		10
Unlisted Uncommons		75

Deadshot	SOR R	2.50
Death Pits of Ruth	EN R	3.50
Dirtowl Wurm	SC R	5.00
Dracoplasm	SC R	3.50
Drugs of Sorrow	SOR R	3.50
Duplicity	EN R	4.00
Earthcraft	EN R	4.00
Echo Chamber	ART R	3.00
Eladann, Lord of Leaves	SC R	5.50
Eladrin's Vineyard	EN R	2.50
Elven Warhounds	SC R	3.00
Emerald Medallion	ART R	4.00
Emmessi Tome	ART R	3.00
Energizer	AC R	3.00
Ertai's Meddling	INT R	3.00
Escaped Shapeshifter	SC R	4.00
Apes of Rath	SC U	.50
Extinction	SOR R	3.50
Fevered Convulsions	EN R	3.00
Auratog	SC R	2.50



### DOUBLE TAKES

#### TEMPEST IN A TEAPOT

The *Tempest* expansion had such an abundance of card ideas that many had to be pushed off to other sets and have their mechanics changed significantly. *Elvish Lyrist*, from *Urza's Saga*, was originally a white card with flying, but was pushed out of *Tempest* by *Disenchant* and, eventually, became a cousin of *Scavenger Folk*. And *Flicker*, a white sorcery that finally came out in *Urza's Destiny*, was originally a blue *Tempest* instant, but that caused too many rules problems.

Avenging Angel	SC R	4.50
Bellowing Fiend	SC R	2.50
Benthic Behemoth	SC R	4.00
Booby Trap	ART R	4.50
Bottle Gnomes	AC R	1.00
Bounty Hunter	SC R	3.50
Caldera Lake	LAN R	4.00
Canyon Drake	SC R	2.00
Carriionate	SC R	3.00
Carrionfeet	EN R	3.00
Chaotic Goon	SC R	3.00
Chill	EN U	1.00
Choke	EN U	1.00
Cinder Marsh	LAN U	1.00
Coffin Queen	SC R	4.00
Cold Storage	ART R	2.50
Commander Greven il-Vec	SC R	5.50
Corpse Dance	INS R	5.00
Crazed Armadillo	SC R	3.00
Cursed Scroll	ART R	18.00
Dauthi Embrace	EN U	1.50
Flickering Ward	EC U	1.00
Flowstone Salamander	SC U	.75
Flowstone Sculpture	AC R	3.00
Fool's Tome	ART R	3.00
Fugitive Druid	SC R	3.00
Furnace of Rath	EN R	4.50
Fylamarid	SC U	1.00
Gerrard's Battle Cry	EN R	4.00
Goblin Bombardment	EN U	1.00
Grindstone	ART R	5.00
Hand to Hand	EN R	3.00
Hanna's Custody	EN R	3.00
Furnace of Rath	EN R	4.50
Helm of Possession	ART R	3.50
Hility	EN R	5.50
Humility	EN R	5.50
Interdict	INT U	1.00
Intubation	INS R	5.00
Jackal Pup	SC U	1.50
Jet Medallion	ART R	4.50

### MAGIC DATA

ART	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC Summon Creature
AC	EC	Enchant Creature	EW	Enchant World	LI	Legendary Land	SL Summon Legend
CR	EL	Enchant Land	INS	Instant	MS	Mana Source	SOK Sorcery

### PRICE DATA

WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

## STRONGHOLD WIZARDS OF THE COAST-1998

Full Set (143 cards)	150.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	78.00
Commons	1.00
Unlisted Uncommons	1.00

Acidic Sliver	SC U	1.50
Amok	EN R	2.50
Awakening	EN R	4.00
Bottomless Pit	EN U	1.00
Burgeoning	EN R	3.00
Carnassid	SC R	3.00
Crovak the Cursed	SC R	4.00
Crystalline Silver	SC U	1.25
Dream Halls	EN R	4.00
Ensorning Bridge	ART R	5.00
Evacuation	INS R	3.50
Fanning the Flames	SOR U	1.00
Flowstone Mauler	SC R	3.00
Grave Pact	EN R	4.50
Heartstone	ART U	.75
Heat of Battle	EN U	1.00
Hermit Druid	SC R	2.50
Hesitation	EN U	.75
Hidden Retreat	EN R	3.00
Horn of Greed	ART R	3.00
Intruder Alarm	EN R	2.50
Invasion Plans	EN R	2.50
Jinxed Ring	ART R	2.50
Mask of the Mimic	INS U	.50
Megrim	EN U	1.00
Mind Peel	SOR U	.50
Mindwarp	SC R	3.00
Mogg Infestation	SOR R	4.00
Mogg Maniac	SC U	1.25
Mortuary	EN R	2.50
Mox Diamond	ART R	20.00
Portcullis	ART R	4.00
Pursuit of Knowledge	EN R	5.50
Rebound	INT U	.75
Reins of Power	INS R	3.00
Revenant	SC R	3.00
Rolling Stones	EN R	3.50
Ruination	SOR R	4.00
Sacred Ground	EN R	3.50
Shaman-en-Kor	SC R	3.50
Sharp Phoenix	SC R	5.00
Shifting Wall	AC U	.75
Silver Wyvern	SC R	4.50
Skeleton Scavengers	SC R	2.50
Silver Queen	SC R	10.00
Solar Champion	SC R	3.50
Spike Breeder	SC R	3.00
Spike Feeder	SC U	1.00
Spitting Hydra	SC R	3.50
Stronghold Assassin	SC R	3.00
Sword of the Chosen	ART R	2.50
Temper	INS U	.75
Thalakos Deceiver	SC R	3.00
Verdant Touch	SOR R	2.50
Virtuous Silver	SC U	1.00
Vorlath's Garden	EN R	3.00
Vorlath's Laboratory	ART R	3.50
Vorlath's Shapeshifter	SC R	3.50
Vorlath's Stronghold	LAN R	5.50
Wall of Essence	SC U	1.00
Wall of Souls	SC U	1.00
Warrior Angel	SC R	4.50

## EXODUS WIZARDS OF THE COAST-1998

Full Set (143 cards)	125.00
Starter Deck (60 cards)	9.50
Starter Box (12 decks)	115.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	82.00
Commons	1.00
Unlisted Uncommons	1.00

Cataclysm	SOR R	8.00
City of Traitors	LAN R	4.50
Coat of Arms	ART R	7.00
Convolvulence	EX R	3.00
Dauthi Warlord	SC U	.75
Dominating Liciid	SC R	3.50
Entropic Specter	SC R	3.00
Ephemeron	SC R	2.00
Equilibrium	EN R	5.50
Erratic Portal	ART R	3.50
Ertai, Wizard Adept	SC R	7.00
Exalted Dragon	SC R	4.00
Fighting Chance	INS R	3.00
Forbid	INT U	1.00
Hated	INS R	6.50
Limited Resources	EN R	4.00
Manabond	EN R	3.00
Memory Crystal	ART R	3.50

Mind Maggots	SC U	.75
Mind Over Matter	EN R	5.00
Mindless Automaton	AC R	2.50
Mirri, Cat Warrior	SC R	4.50
Monstrous Hound	SC R	2.50
Noll Brooch	ART R	5.00
Oath of Druids	EN R	7.50
Oath of Ghouls	EN R	4.50
Oath of Lieges	EN R	3.50
Oath of Mages	EN R	3.00
Oath of Scholars	EN R	3.00
Ogre Shaman	SC R	3.00
Paladin-en-Vec	SC R	5.50
Pandemonium	EN R	5.50
Pit Spawn	SC R	4.00
Plaguebeast	SC R	3.00
Ravenous Baboon	SC R	2.50
Recurring Nightmare	EN R	4.00
Resuscitate	INS U	.75
Seismic Assault	EN R	4.00
Skyskroud War Beast	SC R	3.50
Sphere of Resistance	ART R	4.00
Spike Cannibal	SC U	.75
Spike Hatcher	SC R	3.00
Spike Weaver	SC R	4.50
Survival of the Fittest	EN R	7.50
Talakoth Drifters	SC R	3.00
Thopter Squadron	AC R	2.00
Vorlath's Dungeon	EN R	4.00
Wall of Nets	SC R	2.50
Warkhorse	AC R	2.00

Morphling	SC R	5.50
Noetic Scales	ART R	3.50
Okk	SC R	3.00
Opal Archangel	EN R	4.00
Opal Titan	EN R	4.00
Oppression	EN R	3.50
Pariah	EC R	4.00
Persecute	SOR R	5.00
Phryxian Colossus	AC R	5.00
Phryxian Processor	ART R	4.50
Phryxian Tower	LAN R	4.50
Planar Birth	SOR R	3.50
Purging Scythe	ART R	3.00
Recantation	EN R	3.00
Remembrance	EN R	3.00
Reprocess	SOR R	3.00
Rumbling Crescendo	EN R	3.00
RoP: Lands	EN R	3.00
Scoria Wurm	SC R	3.00
Seasoned Marshal	SC U	1.50
Serra Avatar	SC R	12.00
Serra's Liturgy	LAN R	3.50
Serra's Sanctum	LAN R	4.00
Shivan Gorge	LAN R	4.00
Shivan Hellkite	SC R	6.50
Show and Tell	SOR R	5.00
Sleeper Agent	SC R	3.00
Smokesack	ART R	5.00
Sneak Attack	EN R	7.00
Somnophore	SC R	3.50
Soul Sculptor	SC R	3.00
Sporogenesis	EN R	3.00
Stroke of Genius	INS R	14.00
Sulfurn Vapors	EN R	3.00
Sunder	INS R	4.50
Tainted Ether	EN R	3.50
Temporal Aperture	ART R	4.50
Thran Quarry	LAN R	9.00
Titan Spiral	SOR R	11.00
Tolarian Academy	LAN R	7.50
Umblucus	ART R	3.50
Urbeldam	SC R	3.00
Veiled Crocodile	EN R	3.00
Vernal Bloom	EN R	3.50
Vishanti Sandswimmer	SC R	2.50
Western Paladin	SC R	4.00
Whetstone	ART R	3.50
Whirlwind	SOR R	3.00
Whidfire	SOR R	5.00
Witch Engine	SC R	3.00
Worship	EN R	6.50

## URZA'S SAGA WIZARDS OF THE COAST-1998

Full Set (335 cards)	240.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	82.00
Starter Deck (75 cards)	9.50
Starter Box (12 decks)	90.00
Commons	1.00
Unlisted Uncommons	1.00

Abundance	EN R	5.00
Abyssal Horror	SC R	3.50
Angelic Chorus	EN R	5.00
Antagonism	EN R	3.00
Arcane Laboratory	EN U	1.50
Argothian Enchantress	SC R	4.00
Argothian Wurm	SC R	4.50
Attunement	EN R	3.50
Back to Basics	EN R	4.00
Barrin, Master Wizard	SC R	4.50
Barrin's Codex	ART R	3.50
Bedlam	EN R	3.50
Brand	INS R	3.00
Bulwark	EN R	3.50
Catastrophe	SOR R	6.00
Child of Gaea	SC R	5.00
Chimeric Staff	ART R	4.50
Citadul Centaurs	SC R	3.50
Citadul Flute	ART R	4.00
Citadul Hierophants	SC R	4.00
Contamination	EN R	4.00
Copper Gnomes	AC R	3.50
Crater Hellion	SC R	3.50
Dark Hatchling	SC R	4.00
Darkest Hour	EN R	3.50
Discordant Dirge	EN R	3.50
Drifting Djinn	SC R	4.00
Eastern Paladin	SC R	4.00
Electricity	SC R	3.50
Elite Archers	SC R	3.50
Endless Wurm	SC R	8.00
Energy Field	EN R	5.00
Exploration	EN R	4.50
Faith Healer	SC R	3.50
Fault Line	INS R	4.00
Gaea's Cradle	LAN R	10.00
Gamble	SOR R	4.00
Gilded Drake	SC R	4.00
Glorious Anthem	EN R	6.00
Grafted Skulcap	ART R	3.50
Great Whale	SC R	5.00
Greater Good	EN R	4.00
Greener Pastures	EN R	3.50
Herald of Serra	SC R	4.50
Hidden Herd	EN R	3.00
Hidden Predators	EN R	3.00
Hidden Stag	EN R	3.00
III-Gotten Gains	SOR R	3.50
Imaginary Pet	SC R	3.50
Intrepid Hero	SC R	4.00
Karn, Silver Golem	AC R	5.00
Lifeline	ART R	6.00
Lightning Dragon	SC R	7.50
Lightning Dragon (Promo)	SC R	15.00
Lotus Blossom	ART R	5.00
Lurking Evil	EN R	3.00
Metrognome	ART R	3.00
Midsummer Revel	EN R	3.50
Mishra's Helix	ART R	4.00

Sebastian	Neutral Character
Unique.	Requires 3 Vorlon Marks to sponsor.
Rotate Sebastian to initiate an additional Diplomacy conflict targeting a character. The conflict has automatic support equal to that character's Destiny Marks. If successful, purge one of that character's Destiny Marks. If it fails, discard Sebastian and the character gains a Vorlon Mark.	
"I believe I am expected."	- Sebastian
10	

DOUBLE TAKES	FROM HELL	
That's where "Saucy Jack" sent his letters to the police from. Sebastian claims to be that criminal, abducted from Whitechapel in 1888 by the Vorlons. It was then his job for the next 400 years to test "chosen ones." Everyone the Ripper tested before Delenn and Sheridan had failed.		
10		
Academy Rector	SC R	3.50
Æther Sting	EN U	.75
Ancient Silverback	SC R	3.50
Apprentice Necromancer	EC U	4.50
Archery Training	ART R	7.5
Attrition	EN R	4.00

Yawgmorth's Will	SOR R	7.00
Zephid	SC R	4.00
Second Chance	EN R	1.00
Shivan Phoenix	SC R	8.00
Subversion	EN R	4.00
Thran Lens	ART U	4.50
Thran War Machine	AC U	1.00
Thran Weaponry	ART R	3.00
Urza's Blueprints	ART R	4.50
Weathersed Treefolk	SC R	5.50
Wheel of Torture	ART R	4.00

URZA'S LEGACY (FOIL SET)	WIZARDS OF THE COAST-1999	
Full Set (143 cards)	1,900.00	
Unlisted Commons	3.50	
Unlisted Uncommons	12.00	
Angel's Trumpet	ART U	7.00
Anthroplasm	SC R	18.00
Archivist	SC R	22.00
Avalanche Riders	SC U	1.00
Beast of Burden	AC R	22.00
Blessed Reversal	INS R	22.00
Bloated Toad	SC U	9.00
Bone Shredder	SC U	10.00
Brink of Madness	EN R	22.00
Campsite	SC R	20.00
Camping Engine	ART R	22.00
Defense Grid	ART R	25.00
Defense of the Heart	EN R	4.50
Delusions of Mediocrity	EN R	22.00
Deranged Hermit	SC R	26.00
Eviscerator	SC R	20.00
Fleeting Image	SC R	4.00
Goblin Welder	SC R	22.00
Grim Monolith	ART R	25.00
Harmonic Convergence	INS R	8.00
Hidden Gibbons	EN R	4.50
Hope and Glory	INS R	8.00
Impending Disaster	EN R	20.00
Iron Maiden	ART R	20.00
Jhorai's Toolbox	AC U	10.00
Karmic Guide	SC R	22.00
Lone Wolf	SC U	7.00
Lurking Skirge	EN R	22.00
Memory Jar	ART R	22.00
Might of Oaks	INS R	33.00
Mutant Hydra	SC R	22.00
Mother of Runes	SC U	10.00
Multani, Maro-Sorcerer	SL R	40.00
No Mercy	EN R	30.00
Opal Avenger	EN R	20.00
Opportunity	INS R	10.00
Painchiron	SC R	35.00
Phryxian Plaguelord	SC R	20.00
Phryxian Reclamation	EN U	10.00
Planar Collapse	EN R	25.00
Purity	SOR R	20.00
Pyromancy	EN R	20.00
Quicksilver Amulet	ART R	22.00
Radiant Archangel	SL R	40.00
Ring of Gix	ART R	50.00
Rivalry	EN R	20.00
Scrapheap	ART R	20.00
Second Chance	EN R	26.00
Shivan Phoenix	SC R	25.00
Simian Grunts	SC C	5.00
Spawning Pool	LAN U	8.00
Subversion	EN R	22.00
Thran Lens	ART R	22.00
Thran Weaponry	ART R	20.00
Urza's Blueprints	ART R	20.00
Vishanti Cuthroat	SC U	

# MAGIC

## The Gathering®

# Price Guide

					Unlisted Commands
•	Aura Thief	SC	R	4.50	○ Academy Rector ..... SC R 16.00
•	Blizzard Elemental	SC	R	5.00	● Ether Sting ..... EN U 4.00
●	Bloodshot Cyclops	SC	R	4.50	○ Ancient Silverback ..... SC R 15.00
●	Body Snatcher	SC	R	3.50	● Apprentice Necromancer ..... SC R 12.00
●	Broadwood Cup	ART	U	.75	○ Archery Training ..... ED U 3.50
●	Broadwood Sextant	ART	U	.75	● Attrition ..... EN R 14.00
●	Brass Secretary	AC	U	.75	● Aura Thief ..... SC R 12.00
●	Brine Seer	SC	U	1.50	● Blizzard Elemental ..... SC R 12.00
●	Caltraps	ART	U	1.00	● Bloodshot Cyclops ..... SC R 12.00
●	Carnival of Souls	EN	R	3.00	● Body Snatcher ..... SC R 12.00
●	Cinder Seer	SC	U	1.00	● Broadwood Cup ..... ART U 3.50
●	Compost	EN	U	.75	● Broadwood Sextant ..... ART U 3.50
●	Covetous Dragon	SC	R	7.00	● Brass Secretary ..... AC U 3.50
●	Disappear	EC	U	.75	● Brine Seer ..... SC U 3.50
●	Donate	SDR	R	4.50	● Caltraps ..... ART U 5.00
●	Evilsh Piper	SC	R	3.50	● Carnival of Souls ..... EN R 12.00
●	Emperor Crocodile	SC	R	6.00	● Cinder Seer ..... SC U 3.50
●	Encroach	SOR	U	.75	● Compost ..... EN U 3.50
●	Eradicate	SOR	U	1.50	
●	Extruder	AC	U	.75	
●	False Prophet	SC	R	6.00	
●	Festering Wound	EC	U	.75	
●	Field Surgeon	SC	R	4.00	
●	Flicker	SOR	R	4.50	
●	Fodder Cannon	ART	U	.75	
●	Gamerkeeper	SC	U	.75	
●	Goblin Berserker	SC	U	.75	
●	Goblin Festival	EN	R	3.00	
●	Goblin Marshal	SC	R	3.00	
●	Hunting Moa	SC	U	1.25	
●	Impatience	EC	R	3.00	
●	Incendiary	EC	U	.75	
●	Iridescent Drake	SC	U	.75	
●	Ivy Seer	SC	U	1.00	
●	Jasmine Seer	SC	U	.75	
●	Junk Diver	AC	R	4.00	
●	Kelzon Champion	SC	U	1.00	
●	Landslide	SDR	U	1.50	
●	Lurking Jackals	EN	U	.75	
●	Mantis Engine	AC	U	.75	
●	Master Healer	SC	R	4.50	
●	Mastucore	AC	R	9.50	
●	Metalworker	AC	R	4.00	
●	Melathran Elite	SC	U	.75	
●	Momentum	EC	U	.75	
●	Nightshade Seer	SC	U	1.00	
●	Opalescence	EN	R	4.00	
●	Opposition	EN	R	4.00	
●	Pattern of Rebirth	EC	R	3.50	
●	Phryxian Negotiator	SC	R	6.00	
●	Plague Dogs	SC	U	.75	
●	Plow Under	SDR	R	4.00	
●	Powder Keg	ART	R	5.50	
●	Private Research	EC	U	.75	
●	Quash	INS	U	1.25	
●	Rapid Decay	INS	R	3.00	
●	Rayne, Academy Chancellor	SC	R	4.50	
●	Repercussion	EN	R	4.50	
●	Replenish	SDR	R	6.50	
●	Rofellos, Llanowar Emissary	SC	R	6.00	
●	Sanctimony	EN	U	.75	
●	Scour	INS	U	1.00	
●	Screwing Glass	ART	R	4.00	
●	Serpent Advocate	SC	U	.75	
●	Soul Feast	SDR	U	.75	
●	Sowing Salt	SOR	U	.75	
●	Splinter	SDR	U	.75	
●	Storage Matrix	ART	R	5.00	
●	Temporal Adept	SC	R	4.00	
●	Thieving Magpie	SC	U	1.50	
●	Thorn Elemental	SC	R	6.00	
●	Thras Dynamo	ART	U	.75	



# DOUBLE TAKES

# DREAM THEATER

Many people claim that some of their best ideas have come to them in their sleep. This could possibly be the case in *Magic* too, as quite a number of cards involve sleeping. A total of 13 different cards—all blue except the multicolored Rasputin Dreamweaver and the black Underworld Dreams—mention dreams in their names. Fortunately, only two, Nightmare and Recurring Nightmare, mention the opposite.

Covetous Dragon	SC	R	22.00	● Repercussion	EN	R	13.00
Disappear	EC	U	3.50	○ Replenish	SOR	R	15.00
Donate	SC	R	12.00	● Rufellos, Linewater Emissary	SC	R	22.00
Elvish Piper	SC	R	15.00	○ Sanctimony	EN	U	3.50
Emperor Crocodile	SC	R	20.00	○ Scour	INS	U	5.00
Enrakech	SOR	U	3.50	● Scrying Glass	ART	R	12.00
Eradicate	SOR	U	6.00	○ Serra Advocate	SC	U	4.00
Extruder	AC	U	3.50	● Soul Feast	SOR	B	3.00
False Prophet	SC	R	16.00				
Festering Wound	EC	U	3.50				
Field Surgeon	SC	R	5.00				

Gamemaster	SC	U	3.50
Goblin Berserker	SC	U	4.00
Goblin Festival	EN	R	10.00
Goblin Marshal	SC	R	13.00
Heart Warden	SC	C	3.00
Hunting Moa	SC	U	5.00
Impatience	EN	R	12.00
Incendiary	EC	U	3.00
Iridescent Drake	SC	U	4.00
Ivy Seer	SC	U	3.50
Jasmine Seer	SC	U	4.00
Junk Diver	AC	R	10.00
Keldon Champion	SC	U	4.50
Landslide	SOR	U	4.00
Lurking Jackals	EN	U	3.50
Mantis Engine	AC	U	3.50
Master Healer	SC	R	15.00
Mastodon	AC	R	41.00
Metalworker	AC	R	14.00
Methathan Elite	SC	U	3.50
Momentum	EC	U	3.50
Nighthade Seer	SC	U	3.50
Opalesscence	EN	R	11.00
Opposition	EN	R	16.00
Pattern of Rebirth	EC	R	17.50
Phryxian Negotiator	SC	R	18.00
Plague Dogs	SC	U	3.50
Plug Thrower	SOR	DR	13.00
Powder Keg	ART	R	18.00
Private Research	EC	U	3.50
Quash	INS	U	5.00
Rapid Decay	INS	R	12.00
Ravenous Rats	SC	C	2.50
Rayne, Academy Chancellor	SC	R	15.00
Sawing Sash	SOR	U	4.00
Splinter	SOR	U	3.50
Storage Matrix	ART	R	12.00
Temporal Adapt	SC	R	15.00
Thieving Magpie	SC	U	10.00
Thorn Elemental	SC	R	20.00
Thran Dynasty	ART	U	4.00
Thran Foundry	ART	U	4.00
Thran Golem	AC	R	13.00
Treachery	EC	R	21.00
Urza's Incubator	ART	R	10.00
Voice of Duty	SC	U	3.50
Voice of Reason	SC	U	3.50
Wake of Destruction	SOR	R	15.00
Yavimaya Elder	SC	C	3.00
Yavimaya Enchantress	SC	U	4.00
Yavimaya Hollow	LAN	R	20.00
Yawgmoth's Bargain	EN	R	26.00
Sorcery	SC	U	15.00
Hammer Mage	SC	U	.75
Haunted Crossroads	EN	U	1.00
Heart of Ramos	ART	R	4.00
Henge Guardian	AC	U	.75
Henge of Ramos	LAN	U	.75
High Market	LAN	R	3.00
High Seas	EN	U	.75
Hired Giant	SC	U	.75
Honor the Fallen	INS	R	4.00
Horn of Plenty	ART	R	3.00
Horn of Ramos	ART	R	4.00
Hunted Wumpus	SC	U	1.50
Indentured Dijon	SC	U	.75
Instigator	SC	R	3.00
Intimidation	EN	U	.75
Iron Lance	ART	U	.75
Ivory Mask	EN	R	6.00
Jeweled Torque	ART	U	.75
Jhovall Queen	SC	R	5.00
Jhovall Rider	SC	U	.75
Karn's Touch	INS	R	3.00
Kyren Archive	ART	R	3.00
Kyren Legate	SC	U	.75
Kyren Negotiations	EN	U	.75
Kyron Toy	ART	R	3.00
Larceny	EN	U	.75
Last Breath	INS	U	.75
Lava Runner	SC	R	4.00
Ley Line	EN	U	.75
Liability	EN	R	2.50
Lithophage	SC	R	5.00
Lumbering Satyr	SC	U	.75
Lure	EC	U	.75
Magistrate's Scoper	ART	R	1.00

**MERCADIAN  
MASQUES**

WIZARDS OF THE COAST-1999

		C=COMMON	U=UNCOMMON	R=RARE
Full Set (350 cards)		200.00		
Tournament Packs (75 cards)		8.00		
Starter Box (12 decks)		108.00		
Booster Pack (15 cards)		3.00		
Booster Box (36 packs)		85.00		
Commons		15		
● Aerial Caravan	SC R	3.00		
● Afterlife	INS U	.75		
● Armistice	EN R	41.00		
● Arms Dealer	SC U	.75		
● Arrest	EC U	.75		
● Assembly Hall	ART R	2.50		
● Ballista Squad	SC U	.75		
● Barbed Wire	ART U	.75		
● Bargaining Tables	ART R	3.50		
● Battle Squadron	SC R	4.00		
● Bifurcate	SOR R	2.50		
● Black Market	EN R	3.00		
● Blood Hound	SC R	3.00		
● Blood Oath	INS R	3.00		
● Boa Constrictor	SC U	.75		
● Brawl	INS R	3.00		
● Briar Patch	EN U	.75		
● Bribery	SOR R	9.00		
● Cackling Witch	SC U	.75		
● Caller of the Hunt	SC R	4.00		
● Cateran Enforcer	SC U	.75		
● Cateran Kidnappers	SC U	.75		
● Cateran Overlord	SC R	7.00		
● Cateran Slaver	SC R	4.00		
● Cateran Summons	SC U	1.50		
● Caustic Wasps	SC U	.75		
● Cave-In	SOR R	4.00		
● Chambered Nautilus	SC U	.75		
● Chameleech	EN R	4.00		
● Cornered Market	EN R	3.00		
● Corrupt Official	SC R	2.00		
● Cowardice	EN R	4.00		
● Crackdown	EN R	3.00		
● Crag Saurian	SC R	3.00		
● Credit Voucher	ART U	.75		
● Crenelated Wall	AC U	.75		
● Crooked Scales	ART R	2.50		
● Crumbling Sanctuary	ART R	5.00		
● Customes Depot	EN U	.75		
● Dawnstrider	SC R	3.00		
● Deathgazer	SC U	.75		
● Deepwood Elder	SC R	3.00		
● Deepwood Legate	SC U	.75		
● Deepwood Tantv.	SC U	.75		
● Delirachs	SC R	8.00		
● Desert Twister	SC U	.75		
● Diplomatic Escort	SC U	.75		
● Distorting Lens	ART R	4.00		
● Dust Bowl	LAN R	6.00		
● Embargo	EN R	4.00		
● Energy Flux	EN U	.75		
● Ensoriled Horror	SC U	.75		
● Erthuzon	SC R	3.00		
● Extortion	SOR R	5.00		
● Extravagant Spirit	SC R	3.00		
● Eye of Ramos	ART R	4.00		
● False Demise	EC U	.75		
● Flailing Manticope	SC R	3.00		
● Flailing Ogre	SC U	.75		
● Food Chain	EN R	5.00		
● Forced March	SOR R	3.00		
● Foster	EN R	4.00		
● Fountain of Cho	LAN U	.75		
● Fountain Watch	SC R	4.00		
● Game Preserve	EN R	3.00		
● General's Regalia	ART R	3.00		
● Ghoul's Feast	INS U	.75		
● Glowing Anemone	SC U	.75		
● Groundskeeper	SC U	.75		
● Kyren Toy	ART R	3.00		
● Larceny	EN U	.75		
● Last Breath	INS U	.75		
● Lava Runner	SC R	4.00		
● Ley Line	EN U	.75		
● Liability	EN R	2.00		
● Lithophage	SC R	5.00		
● Lumbering Satyr	SC U	.75		
● Lun	EC U	.75		
● Magistrate's Scepter	ART R	7.00		
● Magistrate's Veto	EN U	.75		
● Megatherium	SC R	3.00		
● Mercadia's Downfall	INS U	.75		
● Mercadian Atta	ART R	3.50		
● Mercadian Bazaar	LAN U	.75		
● Mercadian Lift	ART R	3.00		
● Midnight Ritual	SOR R	3.00		
● Misdirection	INS R	6.00		
● Molting Harpy	SC U	.75		
● Monkey Cage	ART R	3.00		
● Moonlight Walk	EN U	.75		
● Natural Affinity	INS R	3.00		
● Neither Spirit	SC R	3.00		
● Noble Purpose	EN U	.75		
● Notorious Assassin	SC R	3.00		
● Ogre Taskmaster	SC U	.75		
● Orim's Cure	INS U	.75		
● Outbarker	SC R	3.00		
● Panacea	ART U	.75		
● Pangasur	SC R	3.00		
● Power Matrix	ART R	6.00		
● Pretender's Claim	EC U	.75		
● Primalve Shambler	SC U	.75		
● Puffer Extract	ART U	.75		
● Pulverize	SOR R	3.50		
● Puppet's Verdict	INS R	4.00		
● Putrefaction	EN U	.75		
● Quagmire Lamprey	SC U	.75		
● Rain of Tears	SOR U	.75		
● Rambosian Captain	SC U	.75		
● Rambosian Commander	SC U	.75		
● Rambosian Sky Marshal	SC R	5.00		
● Rappelling Scouts	SC R	3.00		
● Reverent Mantra	INS U	.75		
● Revive	SOR U	.75		
● Righteous Aura	EN U	.75		
● Righteous Indignation	EN U	.75		
● Rishadan Brigand	SC R	3.00		
● Rishadan Footpad	SC U	.75		
● Rishadan Pawnshop	ART R	5.00		
● Rishadan Port	LAN R	7.00		
● Robber Fly	SC U	.75		
● Rock Badger	SC U	.75		
● Rushwood Elemental	SC R	5.50		
● Rushwood Grove	LAN U	.75		
● Rushwood Legate	SC U	.75		
● Saber Ants	SC U	1.25		
● Sailmonger	SC U	.75		
● Sand Squid	SC R	3.00		
● Saprazzen Baillif	SC R	3.00		
● Saprazzen Breaker	SC U	.75		
● Saprazzen Cove	LAN U	.75		
● Saprazzen Heir	SC R	4.00		
● Scandalmonger	SC U	.75		
● Security Detail	EN R	3.00		
● Seismic Mage	SC R	6.00		
● Shoving Match	INS U	.75		
● Silent Assassin	SC R	3.00		
● Silverglade Pathfinder	SC U	.75		
● Skull of Ramos	ART R	4.00		
● Snake Pit	EN U	.75		
● Soothsaying	EN U	2.00		

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

 ARTIFACT  BLACK  BLUE  GOLD  GREEN  RED  WHITE  LAND

<b>ART</b> Artifact	<b>EA</b> Enchant Artifact	<b>EN</b> Enchantment	<b>INT</b> Interrupt	<b>SC</b> Summon Creature
<b>AC</b> Artifact Creature	<b>EC</b> Enchant Creature	<b>EW</b> Enchant World	<b>LL</b> Legendary Land	<b>SL</b> Summon Legend
<b>SC</b> Ancient Deity	<b>EL</b> Enchant Land	<b>EV</b> Enchant Void	<b>MG</b> Major God	<b>SP</b> Summon Spirit

**PRICE DATA** WENT UP | WENT DOWN | **HEAVY TRADING** | **NEW HIGHS**

PRICE DATA | INVENTORY | RENT DATES | LEAD HUBS

○ Spiritual Focus .....	EN	R	3.00
○ Spontaneous Generation	SOR	R	5.00
● Squallmonger .....	SC	U	.75
● Squea, Goblin Nabob .....	SL	R	13.00
● Squeeze .....	EN	R	5.00
● Stamina .....	EC	U	.75
● Statecraft .....	EN	R	3.00
● Story Circle .....	EN	U	.75
● Strongarm Thug .....	SC	U	.75
● Subterranean Hanger .....	LAN	U	.75
● Sustenance .....	EN	U	.75
● Tectonic Break .....	SOR	R	4.00
● Territorial Dispute .....	EN	R	5.00
● Thieves' Auction .....	SOR	R	3.50
● Thrashing Wumpus .....	SC	R	3.50
● Thwart .....	INS	U	1.50
● Tidal Kraken .....	SC	R	4.00
● Timid Drake .....	SC	U	.75
● Tonic Peddler .....	SC	U	.75
● Tooth of Ramos .....	ART	R	3.00
● Tower of the Magistrate	LAN	R	3.00
● Toymaker .....	ART	U	.75
● Trade Routes .....	EN	R	5.00
● Trap Runner .....	SC	U	.75
● Tremor .....	SOR	C	.15
● Two-headed Dragon .....	SC	R	12.00
● Unmask .....	SOR	R	5.00
● Unnatural Hunger .....	EC	R	3.00
● Uphill Battle .....	EN	U	.75
● Venomous Breath .....	INS	U	.75
● Vernal Equinox .....	EN	R	3.00
● Vine Dryad .....	SC	R	3.00
● Volcanic Wind .....	SOR	U	.75
● War Cadence .....	EN	U	.75
● War Tax .....	EN	U	1.00
● Warmonger .....	SC	U	.75
● Warpath .....	INS	U	.75
● Wave of Reckoning .....	SOR	R	3.00
● Wishmonger .....	SC	U	.75
● Word of Blasting .....	INS	U	.75
● Worry Beads .....	ART	R	3.00

## MERCADIAN MASQUES (FOIL SET) ≈

WIZARDS OF THE COAST-1999

Full Set (350 cards) .....

Commons .....

● Aerial Caravan .....	SC	R	10.00
○ Afterlife .....	INS	U	3.50
○ Armistice .....	EN	R	11.00
● Arms Dealer .....	SC	U	3.50
○ Arrest .....	EC	U	3.00
● Assembly Hall .....	ART	R	10.00
○ Ballista Squad .....	SC	U	2.50
● Barbed Wire .....	ART	U	3.50
● Bargaining Tables .....	ART	R	12.00
● Battle Squadron .....	SC	R	11.00
● Bifurcate .....	SOR	R	10.00
● Black Market .....	EN	R	12.00
● Blood Hound .....	SC	R	10.00
● Blood Oath .....	INS	R	12.50
● Boa Constrictor .....	SC	U	3.50
● Brawl .....	INS	R	12.00
● Briar Patch .....	EN	U	3.50
● Bribery .....	SOR	R	33.00
● Cackling Witch .....	SC	U	3.50
● Caller of the Hunt .....	SC	R	13.00
● Cateran Enforcer .....	SC	U	3.00
● Cateran Kidnapper .....	SC	U	3.50
● Cateran Overlord .....	SC	R	16.00
● Cateran Slaver .....	SC	R	12.50
● Cateran Summons .....	SOR	U	4.50
● Caustic Wasps .....	SC	U	3.50
● Cave-In .....	SOR	R	10.00
● Chambered Nautilus .....	SC	U	3.00
● Chamelech .....	EN	R	10.00
○ Coerced Market .....	EN	R	9.00
● Corrupt Official .....	SC	R	13.00
● Cowardice .....	EN	R	11.00
● Crackdown .....	EN	R	9.00
● Crag Saurian .....	SC	R	9.00
● Credit Voucher .....	ART	U	3.00
● Crimelated Wall .....	AC	U	3.00
● Crooked Scales .....	ART	R	13.00
● Crumbling Sanctuary .....	ART	R	15.00
● Customs Depot .....	EN	U	2.00
● Dawnstrider .....	SC	R	14.00
● Deathgazer .....	SC	U	3.50
● Deepwood Elder .....	SC	R	7.00
● Deepwood Legate .....	SC	U	2.50
● Deepwood Tarbit .....	SC	U	3.00
● Delirious .....	SC	R	15.00
● Desert Twister .....	SOR	U	4.00
● Diplomatic Escort .....	SC	U	2.00
● Distorting Lens .....	ART	R	8.00
● Dust Bowl .....	LAN	R	14.00
● Embargo .....	EN	R	8.00
● Energy Flux .....	EN	U	4.00
● Enclosed Horror .....	SC	R	4.00
● Errition .....	SC	R	13.00
● Extortion .....	SOR	R	9.00
● Extravagant Spirit .....	SC	R	13.00
● Eye of Ramos .....	ART	R	10.00
● False Demise .....	EC	U	3.00
● Failing Mandore .....	SC	R	13.00
● Flailing Ogre .....	SC	U	3.00
● Fond Chain .....	EN	R	11.00
● Forced March .....	SOR	R	13.00
● Foster .....	EN	R	10.00
● Fountain of Cho .....	LAN	U	3.00
● Fountain Watch .....	SC	R	10.00
● Game Preserve .....	EN	R	11.00
● General's Regalia .....	ART	R	12.00
● Ghoul's Feast .....	INS	R	3.00
● Henge Guardian .....	AC	U	3.00
● Henge of Ramos .....	LAN	R	3.00
● Glowing Anemone .....	SC	U	2.50
● Groundskeeper .....	SC	U	3.00
● Hammer Mage .....	SC	U	2.50
● Haunted Crossroads .....	EN	U	4.00
● Heart of Ramos .....	ART	R	12.00
● Henge Guardian .....	AC	U	3.00
● Henge of Ramos .....	LAN	R	3.00
● High Market .....	LAN	R	8.00
● High Seas .....	EN	U	3.00
● Hired Giant .....	SC	U	3.00
● Honor the Fallen .....	INS	R	11.00
● Horn of Plenty .....	ART	R	10.00
● Horn of Ramos .....	ART	R	11.00
● Hunted Wumpus .....	SC	U	4.50
● Indentured Dijon .....	SC	U	4.00
● Instigator .....	SC	R	13.00
● Intimidation .....	EN	U	3.00
● Iron Lance .....	ART	U	3.00
● Ivory Mask .....	EN	R	20.00
● Jeweled Torque .....	ART	U	3.00
● Jhowll Queen .....	SC	R	13.00
● Jhowll Rider .....	SC	U	3.50
● Kami's Touch .....	INS	R	8.00
● Kyren Archive .....	ART	R	13.00
● Kyren Legate .....	SC	U	3.00
● Kyren Negotiations .....	EN	R	3.00
● Kyren Toy .....	ART	R	10.00
● Larceny .....	EN	U	3.00
● Last Breath .....	INS	U	3.00
● Lava Runner .....	SC	R	11.00
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● Liability .....	EN	R	13.00
● Libophage .....	SC	R	10.00
● Lumbering Satyr .....	SC	U	4.00
● Lure .....	EC	U	3.50
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● Magistrate's Veto .....	EN	U	3.00
● Megatherium .....	SC	R	12.00
● Mercadia's Downfall .....	INS	U	2.00
● Mercadian Atlas .....	ART	R	14.00
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● Mercadian Lift .....	ART	R	12.00
● Midnight Ritual .....	SOR	R	12.00
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● Mothing Harpy .....	SC	U	2.50
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● Moonlit Wake .....	EN	U	2.50
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● Nether Spirit .....	SC	R	11.00
● Noble Purpose .....	EN	R	4.00
● Notorious Assassin .....	SC	R	12.00
● Ogre Taskmaster .....	SC	U	2.50
● Orin's Cure .....	INS	R	3.00
● Overlander .....	SC	R	10.00
● Panacea .....	ART	U	3.00
● Pangosaur .....	SC	R	12.00
● Power Matrix .....	ART	R	15.00
● Pretender's Claim .....	EC	U	3.00
● Primeval Shambler .....	SC	U	3.00
● Puffer Extract .....	ART	U	2.50
● Pulverize .....	SOR	R	8.00
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● Quagmire Lamprey .....	SC	U	3.00
● Rain of Tears .....	SOR	U	3.50
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● Ramonius Commander .....	SC	U	3.00
● Ramonius King Marshal .....	SC	R	15.00
● Rappelling Scouts .....	SC	R	9.00
● Renoue .....	INS	R	3.00
● Reverent Mantra .....	INS	R	9.00
● Revive .....	SOR	U	3.00
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● Righteous Indignation .....	EN	U	3.50
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● Rishadan Port .....	LAN	R	14.00
● Rubber Fly .....	SC	U	3.00
● Rock Badger .....	SC	U	3.00
● Rushwood Elemental .....	SC	R	20.00
● Rushwood Grove .....	LAN	U	3.00
● Rushwood Legate .....	SC	U	3.00
● Saber Ants .....	SC	U	4.00
● Salmonger .....	SC	U	3.00
● Sand Squid .....	SC	R	11.00
● Saprazzan Bailiff .....	SC	R	7.00
● Saprazzan Breaker .....	SC	U	2.00
● Saprazzan Cove .....	LAN	R	3.00
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# INQUEST gamer

## Price Guide

● Scandalmonger	SC U	2.00
● Security Detail	EN R	13.00
● Seismic Mage	SC R	21.00
● Shoving Match	INS U	3.00
● Silent Assassin	SC R	13.00
● Silverglade Pathfinder	SC U	3.00
● Skull of Ramos	ART R	12.50
● Snake Pit	EN U	3.00
● Soothsaying	EN U	6.00
● Spiritual Focus	EN R	13.00
● Spontaneous Generation	SOR R	10.00
● Squallmonger	SC U	3.00
● Squeak, Goblin Nabob	SL R	4.00
● Squeeze	EN R	10.00
● Stamina	EC U	2.50
● Statecraft	EN R	13.00
● Story Circle	EN U	3.50
● Strongarm Thug	SC U	2.50
● Subterranean Hangar	LAN U	3.00
● Sustenance	EN U	3.00
● Tectonic Break	SOR R	10.00
● Territorial Dispute	EN R	11.00
● Thieves' Auction	SOR R	9.00
● Thrashing Wumpus	SC R	18.00
● Thwart	INS U	3.50
● Tidal Kraken	SC R	17.00

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● Uphill Battle	EN U	3.00
● Venomous Breath	INS U	2.50
● Vernal Equinox	EN R	11.00
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● Volcanic Wind	SOR U	3.00
● War Cadence	EN U	2.50
● War Tax	EN U	3.00
● Warmonger	SC U	7.50
● Warpath	INS U	3.00
○ Way of Reckoning	SOR R	10.00
○ Wishmonger	SC U	3.00
● Word of Blasting	INS U	3.00
● Worry Beads	ART R	8.50



If Giant Shark blocks or is blocked by a creature that has taken damage this turn, Giant Shark gains +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls at least one island. Giant Shark is buried immediately if at any time controller controls no islands.

### DOUBLE TAKES

#### THEY MIGHT BE GIANTS

Although *Magic* cards measure only about 2 1/2-by-3 1/2 inches, some of the creatures depicted on them are much larger. Twenty-nine different cards mention the word "giant" in their names. Most of these are red or green, but blue boasts the Giant Shark and Crab, among others, and black has the Giant Cockroach. We couldn't find any "midget" cards, though.

● Timid Drake	SC U	3.50
● Tonic Peddler	SC U	2.00
● Tooth of Ramos	ART R	11.00
● Tower of the Magistrate	LAN R	12.00
● Toymaker	ART U	3.00
● Trade Routes	EN R	14.00
● Trap Runner	SC U	3.00
● Two-headed Dragon	SC R	40.00
● Unmask	SOR R	11.00
● Unnatural Hunger	EC R	14.00



### POKÉMON

#### WIZARDS OF THE COAST - 1999

Full Set (102 cards)	1st edition	850.00
Booster Box (36 packs)		1500.00
1st Edition Booster Pack (11 cards)		45.00
Starter Set (2 decks)		20.00
Theme Deck - Blackout		24.00
Theme Deck - Brushfire		24.00
Theme Deck - Overgrowth		24.00
Theme Deck - Zap		24.00

● Abra	POK C	1.00
● Alakazam (full)	POK H	35.00
● Arcanine	POK U	4.00
● Beedrill	POK R	12.00
● Bill	TRA C	.50
● Blastoise (full)	POK H	60.00
● Bulbasaur	POK C	1.00
● Caterpie	POK C	1.00
● Chansey (full)	POK H	52.00
● Charizard (zou)	POK H	200.00
● Charmander	POK C	4.00
● Charmeleon	POK U	4.00
● Clefairy (full)	POK H	28.00
● Clefairy Doll	TRA R	7.00
● Computer Search	TRA R	8.00
● Defender	TRA U	1.50
● Devolution Spray	TRA R	5.00
● Dewgong	POK U	4.00
● Diglett	POK C	1.00
● Doduo	POK C	1.00
● Double Colorless Energy	ENG U	3.00
● Dragonair	POK R	40.00
● Dratini	POK U	4.00
● Drowzee	POK C	1.00
● Dugtrio	POK R	12.00
● Electabuzz	POK R	12.00
● Electrode	POK R	12.00
● Energy Removal	TRA C	.50
● Energy Retrieval	TRA U	1.50
● Farfetch'd	POK U	4.00
● Fighting Energy	ENG C	.50
● Fire Energy	ENG C	.50
● Full Heal	TRA U	1.50
● Gasty	POK C	1.00
● Grass Energy	ENG C	.50
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● Gust of Wind	TRA C	.50
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● Haunter	POK U	4.00
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● Item Finder	TRA R	6.00
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● Jynx	POK U	2.50
● Kadabra	POK U	4.00
● Lass	TRA R	4.00
● Machamp (full)	POK H	15.00
● Magnemite	POK C	1.00
● Magneton (full)	POK H	21.00
● Maintenance	TRA U	1.50
● Metapod	POK C	1.00
● Mewtwo (full)	POK H	25.00
● Nidoran	POK U	4.00
● Nidorina	POK C	1.00
● Nidorino	POK C	1.00
● Ninjask (full)	POK H	15.00
● Ninetales (full)	POK H	14.00
● Pidgeotto	POK R	7.00
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● Pokédex	TRA U	1.50
● Pokémon Breeder	TRA R	5.00
● Pokémon Center	TRA U	1.50
● Pokémon Flute	TRA U	1.50
● Pokémon Trainer	TRA R	5.00
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● Professor Oak	TRA U	2.50
● Raichu (full)	POK H	20.00
● Revive	TRA U	2.00
● Scoop Up	TRA R	4.00
● Super Energy Removal	TRA R	5.50
● Super Potion	TRA U	1.50
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● Waterorb	POK U	2.50
● Zapdos (full)	POK H	20.00

● Revive	TRA U	2.00
● Sandshrew	POK C	1.00
● Scoop Up	TRA R	2.00
● Seal	POK U	4.00
● Squirtle	POK C	1.00
● Starlike	POK C	1.00
● Staryu	POK C	1.00
● Super Energy Removal	TRA R	10.00
● Super Potion	TRA R	1.50
● Switch	TRA C	.50
● Tangela	POK C	1.00
● Venusaur (full)	POK H	42.00
● Voltorb	POK C	1.00
● Vulpix	POK C	1.00
● Wartortle	POK U	4.00
● Weede	POK C	.50
● Zapdos (full)	POK H	35.00

● Electrode	POK R	8.00
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● Exeggcute	POK U	2.50
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● Flareon (Holo-Foil)	POK H	18.00
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● Goldene	POK C	.50
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● Kangaskhan	POK R	14.00
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● Luckit	POK U	1.00
● Mankey	POK C	.50
● Marowak	POK U	2.00
● Meowth	POK C	.50
● Mr. Mime	POK R	12.00
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● Nidoking	POK R	10.00
● Nidoking (Holo-Foil)	POK H	17.00
● Nidoran (Female)	POK C	.50
● Nidorina	POK U	1.50
● Oddish	POK C	.50
● Paras	POK C	.50
● Parasect	POK U	1.00
● Persian	POK U	1.25
● Pidgeot	POK R	10.00
● Pidgeot (Holo-Foil)	POK H	14.00
● Pikachu	POK C	.50
● Pinsir	POK R	11.00
● Pinsir (Holo-Foil)	POK H	18.00
● Poke Ball	TRA C	.50
● Primate	POK U	1.50
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● Rhodion	POK U	1.25
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● Rhyhorn	POK C	.50
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● Scyther (Holo-Foil)	POK H	16.00
● Seaking	POK U	1.25
● Snorlax	POK R	11.00
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● Venomoth	POK R	10.00
● Venomoth (Holo-Foil)	POK H	14.00
● Venonat	POK C	.50
● Victreebel	POK R	10.00
● Victreebel (Holo-Foil)	POK H	15.00
● Vileplume	POK R	12.00
● Vileplume (Holo-Foil)	POK H	17.00
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● Wiggluffy (Holo-Foil)	POK H	13.00

### POKÉMON UNLIMITED EDITION

#### WIZARDS OF THE COAST - 1999

Full Set (102 cards)	1st edition	850.00
Booster Box (36 packs)		200.00
Booster Pack (11 cards)		7.00
Starter Set (2 decks)		18.50
Theme Deck - Blackout		21.00
Theme Deck - Brushfire		24.00
Theme Deck - Overgrowth		24.00
Theme Deck - Zap		26.00
Unlimited Commons		.25

### JUNGLE EXPANSION UNLIMITED

Full Set (48 cards)	1st edition	170.00
Booster Pack (11 cards)		4.00
Booster Box (36 packs)		135.00
Power Reserve Theme Deck		18.00
Water Blast Deck		18.00
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Uncommons		1.00

● Clefable	POK R	8.00
● Clefable (Holo-Foil)	POK H	13.00
● Dodrio	POK U	2.00
● Dodrio	POK R	5.00
● Electrode	POK R	11.00
● Electrode (Holo-Foil)	POK H	11.00
● Flareon	POK R	4.00
● Flareon (Holo-Foil)	POK H	15.00
● Jolteon	POK R	8.00
● Jolteon (Holo-Foil)	POK H	14.00
● Kangaskhan	POK R	13.00
● Kangaskhan (Holo-Foil)	POK H	15.00
● Mr. Mime	POK R	10.00
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● Pidgeot (Holo-Foil)	POK H	11.00
● Pidgeot	POK R	9.00
● Pidgeot (Holo-Foil)	POK H	12.00
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● Vaporeon (Holo-Foil)	POK H	11.00
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● Victreebel (Holo-Foil)	POK H	11.00
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### POKÉ DATA

C=COMMON	U=UNCOMMON	R=RARE	H=HOLOFOIL
● WATER	● LIGHTNING	● GRASS	● FIRE
● PSYCHIC	● FIGHTING	● FIRE	● PSYCHIC
● COLORLESS			

ENG Energy      POK Pokémon      TRA Trainer

PRICE DATA      WENT UP      WENT DOWN      HEAVY TRADING      NEW SET

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● Aerodactyl ..... POK R 16.00  
 ● Aerodactyl (Holo-Foil) ..... POK H 24.00  
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 ● Articuno ..... POK R 18.00  
 ● Articuno (Holo-Foil) ..... POK H 26.00  
 ● Cleverster ..... POK U 3.00  
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 ● Venonat ..... POK C .50  
 ● Victreebel ..... POK H 6.00  
 ● Vileplume ..... POK H 6.00  
 ● Weepinbell ..... POK U 1.50  
 ○ Wigglytuff ..... POK H 11.00

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Muk (Holo-Foil)

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Sandshash

Seadra

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Slowbro

Tentacruel

Weezing

Zapdos

Zapdos (Holo-Foil)

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POK R 10.00

POK H 17.00

POK R 9.00

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POK R 10.00

POK H 14.00

POK R 2.00

POK U 1.50

POK U 1.50

POK U 1.50

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POK H 13.00

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# INQUEST

# gamer

## Price Guide

### GYM LEADERS EXPANSION #2 (JAPANESE)

○ Tiny Gym	TRA C	.50
○ Unremovable Gym	TRA R	6.00
Full Set (98 cards)		250.00
Bonster Pack (11 cards)		8.00

### GYM LEADERS DECKS #1-6

○ Blaine	TRA R	4.00
● Blaine's Arcanine	POK H	25.00
● Blaine's Charizard	POK H	49.00
● Blaine's Charmander	POK C	.50
● Blaine's Charmeleon	POK U	4.00
● Blaine's Dodixie	POK C	.50
● Blaine's Gamble	TRA C	.50
● Blaine's Growtht	POK C	.50
● Blaine's Kangaskhan	POK U	4.00
● Blaine's Last Resort	TRA U	2.00
● Blaine's Magmar	POK U	3.00
● Blaine's Monkey	POK C	.50
● Blaine's Mothrs	POK H	18.00
● Blaine's Ninetales	POK U	8.00
● Blaine's Poryta	POK C	.50
○ Blaine's Quiz #3	TRA U	2.00
● Blaine's Rapdash	POK U	3.00
● Blaine's Rhynhorn	POK C	.50
● Blaine's Tauros	POK C	.50
● Blaine's Vulps	POK C	.50
● Brock's Dugtrio	POK R	8.00
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● Erika's Hysaur	POK U	4.00
● Erik's Venusaur	POK H	23.00
● Giovanni	TRA H	8.00
● Giovanni's Gyarados	POK H	14.00
● Giovanni's Machamp	POK H	18.00
● Giovanni's Macho	POK U	3.00
● Giovanni's Machop	POK C	.50
● Giovanni's Magikarp	POK C	.50
● Giovanni's Meowth	POK U	3.00
● Giovanni's Meowth	POK C	.50
● Giovanni's Nidoking	POK H	22.00
● Giovanni's Nidoking	POK R	8.00
● Giovanni's Nidoran	POK C	.50
● Giovanni's Nidoran	POK U	2.00
● Giovanni's Nidorino	POK U	2.00
● Giovanni's Nidorino	POK U	3.00
● Giovanni's Persian	POK H	12.00
● Giovanni's Pinsir	POK R	7.00
● Giovanni's Trump Card	TRA R	8.00
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● Koga's Beedrill	POK H	16.00
● Koga's Ditto	POK H	20.00
● Koga's Ekans	POK C	.50
● Koga's Golbat	POK U	3.00
● Koga's Grimer	POK C	.50
● Koga's Kakuna	POK U	2.00
● Koga's Koffing	POK C	.50
● Koga's Koffing	POK U	2.00
● Koga's Mew	POK R	7.00
● Koga's Pidgeotto	POK R	7.00
● Koga's Pidgey	POK U	2.00
● Koga's Pidgey	POK C	.50
● Koga's Secret Transformation	TRA U	2.00
● Koga's Tangela	POK C	.50
● Koga's Weedle	POK C	.50
● Koga's Weezing	POK U	3.00
● Koga's Zubat	POK C	.50
● Lt. Surge's Raichu	POK H	22.00
● Misty's Poliwrath	POK R	6.00
● Rocket Teammate	TRA U	2.00
● Sabrina	TRA R	4.00
● Sabrina's Abras	POK C	.50
● Sabrina's Alakazam	POK H	14.00
● Sabrina's Drowzee	POK C	.50
● Sabrina's ESP	TRA U	1.00
● Sabrina's Eye	TRA C	.50
● Sabrina's Gastly	POK U	3.00
● Sabrina's Gastly	POK C	.50
● Sabrina's Gengar	POK H	22.00
● Sabrina's Golduck	POK R	4.00
● Sabrina's Haunter	POK U	4.00
● Sabrina's Hypno	POK U	3.00
● Sabrina's Jynx	POK U	3.00
● Sabrina's Kadabra	POK U	4.00
● Sabrina's Mr. Mime	POK C	.50
● Sabrina's Mr. Mime	POK U	4.00
● Sabrina's Parfeyon	POK C	.50
● Sabrina's Psychic Control	TRA U	2.00
● Sabrina's Psyduck	POK C	.50
● Sabrina's Slowbro	POK U	4.00
● Sabrina's Slowpoke	POK C	.50

● Sabrina's Venomoth	POK R	5.00
● Sabrina's Venonat	POK C	.50
● Seel	POK C	.50
● Shedinja	POK C	.50
● Shuckle	POK C	.50
● Skarmory	POK C	.50
● Snorlax	POK U	7.00
● Squirtle	POK U	4.00
● Weedle	POK C	.50
● Wigglytuff	POK U	8.00
● Zubat	POK C	.50

### SOUTHERN ISLANDS (JAPANESE)

Beach (Exegutor, King Slapstone, Wartortle) 12.00  
Field of Flowers (Butterfree, Jiggluffy, Lady-Ba) 12.00  
Jungle (Lickitung, Primeape, Wieplume) 12.00  
Riverside (Ivysaur, Reticula, Topepi) 12.00  
Sea (Lapras, Pikachu, Tentacruel) 12.00  
Shore (Mew, Onyx, Pidgeot) 12.00  
Each fixed set contains three cards.

### VENDING MACHINE #1 (JAPANESE)

Full Set (36 cards)		100.00
Vending Pack (3 cards)		8.00

● Abra	POK C	3.00
● Bulbasaur	POK U	4.00
● Caterpie	POK C	3.00
● Chansey	POK U	8.00
● Clefairy	POK U	15.00
● Dodrio	POK C	3.00
● Doduo	POK C	3.00
● Eevee	POK C	3.00
● Excavate Fossil	TRA U	4.00
● Geodude	POK C	4.00
● Golbat	POK C	3.00
● Kakuna	POK C	3.00
● Lickitung	POK U	4.00
● Metapod	POK U	3.00
● Mew	POK UR	30.00
● Mewtwo	POK UR	30.00
● Mewtwo	POK U	15.00
● Moonstone	TRA U	4.00
● Mr. Mime	POK U	4.00
● Midoran (Female)	POK C	3.00
● Midoran (Male)	POK C	3.00
● Paras	POK C	3.00
● Parasect	POK C	3.00
● Pidgey	POK C	3.00
● Pikachu	POK UR	30.00
● Pikachu	POK U	18.00
● Rattata	POK C	3.00
● Snorlax	POK U	7.00
● Squirtle	POK U	4.00
● Wigglytuff	POK U	8.00
● Zubat	POK C	4.00

### VENDING MACHINE #2 (JAPANESE)

Full Set (36 cards)		100.00
Vending Pack (3 cards)		8.00
● Aerodactyl	POK U	4.00
● Articuno	POK C	4.00
● Crystal of Health	TRA C	3.00
● Dewgong	POK U	7.00

### VENDING MACHINE #3 (JAPANESE)

Full Set (36 cards)		100.00
Vending Pack (4 cards)		8.00
● Arbok	POK U	4.00
● Bellsprout	POK C	3.00
● Cubone	POK C	3.00

### STAR TREK CUSTOMIZABLE CARD GAME: UNLIMITED DECIPHER-1994

Full Set (363 cards)		225.00
Starter Deck (60 cards)		8.00
Starter Box (12 decks)		80.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		82.00
Comments		.10
Unlisted Uncommons		.75
Cards are white-bordered.		

● Albert Einstein	PER R	4.00
● Aldar Jarok	PER R	4.00
● Alien Groupie	INT R	3.00
● Alyanna Nechayev	PER R	4.00
● Ancient Computer	DIL R	3.00
● Anti-Time Anomaly	EVE R	4.00
● Armus-Skin of Evil	DIL R	4.00
● Avert Disaster	MIS R	3.00
● B'Etor	PER R	7.00
● Barclay's Protoplasmic Disease	DIL R	4.00

● Betazoid Gift Box	ART R	5.00
● Beverly Crusher	PER R	10.00
● Borg Ship	DIL R	8.00
● Bynars Weapon Enhancement	EVE R	4.00
● Cressis	INT R	4.00
● Crystalline Entity	DIL R	4.00
● Cultural Observation	MIS R	3.00
● Cytherians	DIL R	3.00
● Data	PER R	20.00
● Deanna Troi	PER R	10.00
● Devil, The	INT R	4.00
● Devors	STA R	4.00
● Dr. La Forge	PER R	4.00
● Dr. Leah Brahms	PER R	4.00
● Duras	PER R	4.00
● Evaluate Reformation	MIS R	2.50

● Explore Black Cluster	MIS R	2.00
● Explore Dyson Sphere	MIS R	2.00
● Explore Typhon Expanse	MIS R	2.00
● Extraction	MIS R	2.00
● Geordi La Forge	PER R	12.00
● Goddess of Empathy	EVE R	4.00
● Gowron	PER R	8.50
● Haakona	STA R	4.00
● Honor Challenge	INT R	4.00
● Horgahn	ART R	6.00
● Hugh	INT R	4.00
● Hunt in DNA Program	MIS R	2.00
● I.K.C. Bortas	STA R	7.00
● I.K.C. Buruk	STA R	4.00
● I.K.C. Pagh	STA R	4.00
● I.K.C. Qu'Vat	STA R	4.50
● Iconia Investigation	MIS R	3.00
● Interphase Generator	ART R	5.00
● Investigate Alien Probe	MIS R	2.00
● Investigate Disappearance	MIS R	2.00
● Investigate Disturbance	MIS R	2.00
● Investigate Massacre	MIS R	2.00
● Investigate Raid	MIS R	2.00
● Investigate Rogue Comet	MIS R	2.00
● Investigate Shattered Space	MIS R	2.00

● Investigate Sighting	MIS R	2.00
● Investigate Time Continuum	MIS R	2.00
● Jaglon Shrik-Info Broker	INT R	3.00
● Jean-Luc Picard	PER R	22.00
● Kahless	PER R	4.00
● Kargan	PER R	4.00
● K'Ehleyr	TAC R	.75
● Kevin Uzbridge	INT U	.75
● Khazara	STA R	4.00
● Kithomer Research	MIS R	2.00
● Kiva Fajo-Collector	EVE U	0.75
● Klingon Death Yell	DIL R	1.25
● Klingon Game	INT R	3.00
● Kurak	PER R	4.00
● Kurulan Naikas	ART R	4.00
● Kum	PER R	4.00
● Leah Brahms	PER R	4.00
● Lore Returns	EVE R	6.00
● Lore's Fingernail	EVE R	4.00
● Lursa	PER R	4.00
● Lwaxana Troi	PER R	7.00
● Medical Relief	MIS R	2.00

### STAR TREK DATA

C=COMMON U=UNCOMMON R=RARE

● BAJOR ● BORG ● CARD. ● FEDER. ● KLING. ● NON-A. ● OTHER ● ROMUL.

ART Artifact EQU Equipment INT Interrupt OBJ Objective SIT Site  
DIL Dilemma EVE Event LOC Location OUT Outpost STA Starship  
DOR doorway INC Incident MIS Mission PER Personnel TAC Tactics

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

90 INQUEST GAMER 58



● Mendak	PER R	3.50
● Morgan Bataxon	PER R	3.00
● Nagilum	DIL R	4.00
● Neela Daren	PER R	4.00
● Now Contact	MIS R	2.00
● Pegasus Search	MIS R	2.00
● Pi	STA R	4.00
● Q	DIL R	7.50
● Reginald Barclay	PER R	4.00
● Richard Galen	PER R	4.00
● Ro Laren	PER R	4.50
● Roger Danar	PER R	5.00
● Sarek	PER R	4.00
● Sarjenka	DIL R	3.00
● Sartangan Plunder	MIS R	2.00
● Satellis	PER R	4.00
● Seek Life-form	MIS R	3.00
● Selie	PER R	5.00
● Shelby	PER R	4.00
● Sir Isaac Newton	PER R	4.00
● Study "Hole in Space"	MIS R	2.00
● Study Lonika Pukar	MIS R	2.00
● Study Nobula	MIS R	2.00
● Supernova	EVE R	4.00
● Survey Mission	MIS R	2.00
● Tam Elbrun	PER R	4.00
● Tasha Yar	PER R	10.00
● Temporal Causality Loop	DIL R	4.00
● Thomas Riker	PER R	9.00
● Thought Maker	ART R	6.00
● Time Travel Pod	ART R	6.00
● Tomokai	PER R	4.00
● Tox Utahr	ART R	6.00
● Tsilkovskiy Infection	DIL R	3.00
● U.S.S. Britannia	STA R	5.00
● U.S.S. Enterprise	STA R	22.00
● U.S.S. Hood	STA R	5.50
● U.S.S. Phoenix	STA R	5.00
● U.S.S. Yamato	STA R	6.00
● Varin-T Disruption	ART R	6.00
● Vash	PER R	4.00
● Vulcan Stone of Gol	ART R	4.00
● Warp Core Breach	EVE R	4.00
● Wesley Crusher	PER R	10.00
● William T. Riker	PER R	19.00
● Wind Dancer	DIL R	3.00
● Worf	PER R	15.00
● Wormhole Negotiations	MIS R	2.00

## STAR TREK CUSTOMIZABLE CARD GAME: LIMITED

### DECIPHER—1995

Full Set (363 cards)	700.00
Starter Deck (50 cards)	13.00
Starter Box (12 decks)	135.00
Booster Pack (15 cards)	6.00
Booster Box (36 packs)	175.00

Cards are black-bordered.

Single cards are worth 125% to 150% of unlimited equivalents.

## ALTERNATE UNIVERSE EXPANSION

### DECIPHER—1995

Full Set (122 cards, not including "Future Enterprise")	110.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	.10
Common Personnel	.25
Uncommons	.75
Unlimited Rares	3.00

● Berlingoff Rasmussen	PER R	4.00
● Beverly Picard	PER R	6.00
● Brute Force	MIS R	3.00
● Commander Tomalak	PER R	4.00
● Cryosleep	ART R	4.00
● Data's Head	ART R	5.00
● Devidian Downway	DOR R	4.00
● FGC-47 Research	MIS R	3.00
● Future Enterprise	STA UR	70.00
● Gornmu	STA R	4.00
● Governor Worf	PER R	9.00
● Ian Andrew Troi	PER R	4.00
● Icarian Gateway	ART R	4.00
● Major Rakal	PER R	4.00
● Ophidian Cane	ART R	3.00
● Reunion	MIS R	3.00
● Samuel Clemens' Pocketwatch	ART R	3.50
● Tasha Yar-Alternate	PER R	6.00
● U.S.S. Enterprise-C	STA R	12.00

## Q CONTINUUM EXPANSION

### DECIPHER—1995

Full Set (121 cards)	120.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00

● Commons	.10	
● Uncommon	.75	
● Unlimited Rares	4.00	
● Arbitrator of Succession	INT R	4.00
● Black Hole	ART R	5.00
● Camar	ART R	4.00
● Data's Body	PER R	3.00
● Galen	PER R	7.50
● ICK Mith-R's	STA R	5.00
● Julian Tamer	PER R	4.00
● Katherine Pulaski	PER R	5.00
● Kingpin	EVE R	4.00
● La	PER R	6.00
● Madam Gunnan	PER R	8.00
● Maneheim's Dimensional Door	Commons	
● Arbiter of Succession	ART R	4.00
● Black Hole	ART R	5.00
● Data's Body	PER R	3.00
● Galen	PER R	7.50
● ICK Mith-R's	STA R	5.00
● Julian Tamer	PER R	4.00
● Katherine Pulaski	PER R	5.00
● Kingpin	EVE R	4.00
● La	PER R	6.00
● Madam Gunnan	PER R	8.00
● Maneheim's Dimensional Door	Commons	
● Arbiter of Succession	ART R	4.00
● Black Hole	ART R	5.00
● Data's Body	PER R	3.00
● Galen	PER R	7.50
● ICK Mith-R's	STA R	5.00
● Julian Tamer	PER R	4.00
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● Black Hole	ART R	5.00
● Data's Body	PER R	3.00
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● Data's Body	PER R	3.00
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● Kingpin	EVE R	4.00
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● Madam Gunnan	PER R	8.00
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● Black Hole	ART R	5.00
● Data's Body	PER R	3.00
● Galen	PER R	7.50
● ICK Mith-R's	STA R	5.00
● Julian Tamer	PER R	4.00
● Katherine Pulaski	PER R	5.00
● Kingpin	EVE R	4.00
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● Kingpin	EVE R	4.00
● La	PER R	6.00
● Madam Gunnan	PER R	8.00
● Maneheim's Dimensional Door	Commons	
● Arbiter of Succession	ART R	4.00
● Black Hole	ART R	5.00
● Data's Body	PER R	3.00
● Galen	PER R	7.50
● ICK Mith-R's</td		

# INQUEST gamer

## Price Guide

STAR TREK • STAR WARS PRICE GUIDE

● Blood Bath	INC R	3.50
● Boone Impersonator	PER R	3.50
● Borg Cutting Beam	TAC R	3.25
● Chari Star Cluster	MIS R	3.00
● Chief O'Brien	PER R	4.00
● Club The Abyss	DIL R	3.50
● Donald Varley	PER R	3.75
● E-Band Emissions	EVE R	3.50
● Elm	PER R	4.00
● Enrique Muniz	PER R	3.50
● Fajo's Gallery	EVE R	3.50
● Gehlon	PER R	3.50
● Goraxus	STA R	4.00
● Gui Madred	PER R	3.50
● I.K.C. Koraga	STA R	4.50
● I.K.C. Lukara	STA R	3.50
● I.K.C. NeghVar	STA R	3.50
● Ilon Tandro	PER R	3.50
● Impersonate Captive	OBJ R	3.00
● Inside Operation	INT R	3.00
● Ixtana Rxz	PER R	3.50
● Jazida Dax	PER R	6.00
● Kang	PER R	3.50
● Kavok	PER R	3.50
● Koloth	PER R	3.50
● Kor	PER R	3.50
● Kraxon	STA R	3.50
● Kudak'Elun	PER R	3.00
● La Forge Impersonator	PER R	3.50
● Locutus Borg Cube	STA R	4.00
● Long Live the Queen	INC R	3.50
● Maximum Firepower	TAC R	3.00
● Miles O'Brien	PER R	5.00
● Odoo Founder	PER R	4.50
● Outgunned	INT R	3.00
● Parthok	PER R	3.00
● Picard Maneuver	TAC R	3.00
● Quark Son of Keldar	PER R	5.00
● Riker WI	PER R	4.00
● Ro Laren	PER R	4.00
● Senator Letami	PER R	3.75
● Sword of Kahless	ART R	3.00
● Target These Coordinates	TAC R	3.00
● The Albino	PER R	3.50
● Torture	EVE R	3.00
● U.S.S. Thunderchild	STA R	4.00
● Worf Son of Mogh	PER R	9.00

### SUPER RARE FOILS

● Kor	PER R	12.00
● La Force Impersonator	PER R	12.00
● Maximum Firepower	TAC R	10.00
● Odoo Founder	PER R	10.00
● Sword of Kahless	ART R	14.00
● U.S.S. Thunderchild	STA R	14.00

### VERY RARE FOILS

● Borg Cutting Beam	TAC R	7.50
● Fajo's Gallery	EVE R	7.50
● Goraxus	STA R	7.50
● I.K.C. NeghVar	STA R	7.50
● Inside Operation	INT R	7.50
● Kang	PER R	7.50
● Koloth	PER R	7.50
● Kraxon	STA R	7.50

### ULTRA RARE FOILS

● Elm	PER R	42.00
● Jazida Dax	PER R	45.00
● Locutus Borg Cube	STA R	45.00
● Riker WI	PER R	40.00



## STAR WARS LIMITED EDITION

### DECIPHER-1995

Full Set (324 cards)	325.00
Starter Deck (60 cards)	11.00
Starter Deck Box (10 decks)	110.00
Booster Pack (15 cards)	4.50
Booster Box (36 packs)	150.00
Commons	.10
Unlisted Uncommons	.50

Cards are black-bordered.

- A Disturbance in the Force/EFF U 1.00
- Admiral Molti IMP R 4.00
- Affect Mind EFF R 5.00
- Alderaan LOC R 4.00
- Alderaan .LOC U 1.00
- Altair .UIN U 1.00
- Assault Rifle WEA R 3.00
- Demotion STA R 3.50
- Devastator .STA R 14.00
- Dice Ibegon AL R 3.00
- Disarmed EFF R 4.00
- Disarmed .EFF R 4.00
- Djas Puhr CHA R 3.00
- Don't Get Cocky LIN R 1.00
- Dr. Evazan CHA R 3.00
- DS-61-2 CIN U 1.00
- DS-61-3 CIN R 7.50
- Dutch REB R 7.00
- EG-6 DRO U .75
- Elie Hebrat LIN U .75
- Emergency Deployment LIN U 1.00
- Empire's Back, The LIN U 1.00
- Escape Pod LIN U .75
- Evacuate? LIN U .75
- Expand the Empire EFF R 5.00
- Eyes in the Dark EFF U 1.00

● Find Your...Disturbing	EFF R	4.50
● I Have You Now	LIN R	3.50
● I've Lost Art!	EFF U	1.00
● Imperial Class Star Destroyer	STA U	2.00
● Into...Chute, Flyboy	LIN R 3.00	
● Ion Cannon	SWE U 1.00	
● Jawas Pack	EFF U 1.00	
● Jaws Siesta	EFF U 1.00	
● Jedi Lightsaber	WEA U 1.00	
● Jedi Presence	LIN R 5.00	
● Jek Porkins	REB U 1.00	
● Juri Juice	UER F 2.00	
● Kobe	AL U 1.00	
● Kal'Fahn Ch'dros	AL R 4.50	
● Kessel	LOC U 1.00	
● Kessel Run	UER F 2.50	
● Kitik Keed'kak	AL R 5.00	
● Klorgsug	EFF R 4.00	
● Kroyt Dragon Howl	LIN R 5.00	
● Labria	AL R 3.00	
● Laser Projector	WEA U .75	
● Lateral Damage	UER F 2.50	
● Leesub Srfn	AL R 2.50	
● Leia Organa	REB U 27.00	
● Leia's Sporting Blaster	WEA U 1.00	
● Lieutenant Tanbris	IMP U .75	
● Light Repeating Blaster Rifle	WEA R 4.50	
● Lightsaber Proficiency	EFF R 5.00	
● Local Trouble	LIN R 4.00	
● Lone Pilot	LIN R 3.00	
● Lone Warrior	LIN R 3.00	
● Look Sir, Droids	LIN R 4.50	
● LUKE! LUKE!	UEF U 1.00	
● Luke Seeker	WEA U 3.00	
● Luke Skywalker	REB R 30.00	
● Luke's X-34 Landspeeder	VEH U 1.00	
● Mantellian Savrip	EFF R 1.00	
● Millennium Falcon	STA R 23.00	
● Molator	EFF R 5.00	
● Moment of Triumph	LIN R 3.00	
● Move Along	UIN R 4.50	
● Myo	AL R 3.00	
● Never Yalnal	LIN R 3.00	
● Nightfall	EFF U 1.00	
● Noble Sacrifice	LIN R 2.50	
● Obi-Wan Kenobi	RED R 34.00	
● Ob-Wan's Cape	EFF R 5.00	
● Ob-Wan's Lightsaber	WEA R 7.50	
● Observation Holocam	DEV U .75	
● On the Edge	LIN R 3.00	
● Organa's Cor. Necklace	UEF R 4.50	
● Our Most Desperate Hour	DEV R 4.00	
● Out of Nowhere	LIN U .75	
● Owen Lars	REB U .75	
● Panic	UIN U 1.00	
● Physical Choke	LIN R 5.00	
● Ponda Baba	AL U 1.00	
● Pops	REB U 1.00	
● Presence of the Force	EFF R 5.50	
● Prophetess	AL U 1.00	
● Quad Laser Cannon	STA U 1.00	
● Reactor Terminal	EFF U .75	
● Rebel Planner	EFF R 3.00	
● Red Leader	REB U 7.50	
● Red 1	STA U 1.00	
● Red 3	STA R 3.50	
● Restricted Deployment	EFF U 1.00	
● Return of a Jedi	LIN U .75	
● Revolution	EFF R 7.50	
● Rykar Ryerd	EFF U 1.00	
● Sandcrawler	VEH R 3.00	
● Sandcrawler	VEH R 3.00	
● Send a Detachment Down	DEV R 4.00	
● Sense	LIN U 1.00	
● Sense	LIN U 1.00	
● Skywalker	LIN R 5.00	
● Solo Han	LIN R 3.00	
● Spaceport Speeders	LIN U .75	
● Special Modifications	EFF U 1.00	
● Sunsdawn	DEV U 1.00	
● Tactical Re-Call	UEF R 3.00	
● Tagge Seeker	WEA R 2.50	
● Tarkin Seeker	WEA R 3.00	
● Tatooine Cantina	LOC R 3.00	
● Tatooine Cantina	LOC R 3.00	
● Tatooine's Cantina	LOC R 3.00	
● Tatooine's Hut	LOC R 5.00	
● Thank the Maker	LIN R 2.50	
● This Is All Your Fault	LIN U 1.00	
● Tonniika Sisters	AL R 5.00	
● Trinot Duaba	LIN U 1.00	
● Turbosolar Battery	STA R 3.00	
● Tusken Breath Mask	UEF U 1.00	
● 2X-3KPR	DRO U 1.00	
● Gold 1	STA R 3.50	
● Gold 5	STA R 3.50	
● Grand Moff Tarkin	IMP R 18.00	
● Gravel Storm	LIN U .75	
● Han's Heavy Blaster Pistol	WEA R 4.00	
● Han Solo	WEA R 2.50	
● Hard Collaboration	LIN R 4.00	
● Dark Hours	EFF U .75	
● Dark Jedi Lightsaber	WEA U 1.00	
● Dark Jedi Presence	LIN R 5.00	
● Dark Jedi Presence	LIN R 5.00	
● Darth Vader	IMP R 55.00	
● Batccha	AL U 1.00	
● Death Star Lvl 4 MilCor.	LOC U 1.00	
● Death Star Plans	LIN R 4.00	
● Death Star Sentry	EFF U 1.00	
● Death Star: Detention Block Cr.	UIN R 1.00	

● WED15-1662 Treadwell Ord.	DRO R	2.00
● Wiesla	AL U	1.00
● Wrong Turn	EFF U	1.00
● Yavin 4: Massac Throne Rm.	LOC R 4.00	
● Yavin 4: Massac War Rm.	LOC U 1.00	
● Yavin Sentry	EFF U .75	
● Yerka Mig	WEA U 1.00	
● Your Eyes Can Convince You	EFF U 1.00	
● Your Powers...Old Man	LIN R 5.00	

## STAR WARS UNLIMITED EDITION

### PARKER BROTHERS/ DECIPHER-1996

Full Set (330 cards)	.210.00
Starter Deck (60 cards)	8.75
Starter Deck Box (12 decks)	75.00
Booster Box (36 packs)	70.00
Booster Pack (15 cards)	2.50

Cards are white-bordered.

Single cards are worth 25% to 35% of limited equivalents.

## A NEW HOPE EXPANSION

### DECIPHER-1996

Full Set (162 cards)	.200.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	.90.00
Commons	.10
Uncommons	.75

Uncommon cards are worth 25% to 35% of limited equivalents.



## DOUBLE TAKES

### ARENA OF THE ANCIENTS, PART TWO

While some *Vanguard* cards have yet to be seen as normal *Magic* cards, others have already appeared. Greven il-Vec gave you the ability to bury a creature whenever one of your creatures damaged it—pretty nice with Fire Ants or Masticore. Hanna made your spells one mana cheaper to cast, and Tahngarth gave you all of your creatures haste.

● Blast Door Controls	EFF U	.75
● Blaster Rack	DEV U	1.00
● Blaster Scope	DEV U	1.00
● Boosted TIE Blaster Cannon	SWE U	1.00
● Burning Conversation Anywhere	LIN R	5.00
● BoShek	AL U	1.00
● C-3PO	DRO U	15.00
● Caller	DEV U	.75
● Cantina Brawl	LIN R	4.00
● Charming to the Last	LIN R	3.00
● Chief Best	IMP U	1.00
● Circle is Now Complete	LIN R	5.00
● Colonel Wulf Yularen	IMP U	1.00
● Commander Praji	LIN U	.75
● Corran Corveett	STA U	1.00
● Crash Site Memorial	EFF U	.75
● Cantoone	LIN U	1.00
● Dark Collaboration	LIN R	4.00
● Dark Hours	EFF U	.75
● Dark Jedi Lightsaber	WEA U	1.00
● Dark Jedi Presence	LIN R	5.00
● Dark Vader	IMP R	55.00
● Darktha	AL U	1.00
● Death Star Lvl 4 MilCor.	LOC U	1.00
● Death Star Plans	LIN R	4.00
● Death Star Sentry	EFF U	1.00
● Death Star: Detention Block Cr.	UIN R	1.00

STAR WARS DATA		
C=COMMON	U=UNCOMMON	R=RARE
● DARK SIDE	● LIGHT SIDE	
AL Alien	DRO Droid	LIN Lost Interrupt
CRE Creature	EFF Effect	LOC Location
DEV Device	IMP Imperial	OBJ Objective
		REB Rebel
		STA Starship
		UEF Utomi Effect
		UIN Used Interrupt
		VEH Vehicle
		WEA Weapon

## REVISED A NEW HOPE EXPANSION

### DECIPHER-1996

Full Set (162 cards)	.140.00
Booster Pack (8 cards)	2.50
Booster Box (30 packs)	.75.00
Commons	.10
Uncommons	.75



# MAGIC

The Gathering®

## Price Guide

● Jabba	...AL R	12.00
● Jabba's Influence	...EFF R	3.00
● Jabba's Space Cruiser	...STA R	7.00
● Joh Yowza	...AL R	3.00
● Kait's Sandcrawler	...VEH R	3.00
● Ketwo	...REB R	3.00
● Koensayr Manufacturing	EFF R	3.00
● Kravt Dragon	...CRE R	5.50
● Kuat Drive Yards	...EFF R	3.00
● Landi's Blaster Rifle	...WEA R	3.00
● Leia's Blaster Rifle	...WEA R	3.00
● Lieutenant Tarn Mison	REB R	3.00
● Lobot	...AL R	5.00
● Local Uprising	...OBJ R	4.00
● Major Palo Torshan	...REB R	3.00
● Mechanical Failure	EFF R	3.00
● Meditation	EFF R	3.00
● Melas	...AL R	3.00
● Mind What You Learned	OBJ R	4.00
● Nebrat	...AL R	3.00
● Old Times	...UNR R	3.00
● One-Arm	...CRE R	3.00
● OS-72-1 In Ohsidian 1	...STA R	7.00
● OS-72-10	...IMP R	4.00
● OS-72-2 In Ohsidian 2	...STA R	5.50
● Outer Rim Scout	...AL R	4.50
● Princess Organa	...REB R	15.00
● R2-T2	...DRO R	4.00
● Raltrir	...OBJ R	4.00
● Rebel Base Occupation	EFF R	3.00
● Rebel Fleet	EFF R	3.00
● Rendezvous Point	...LOC R	3.00
● Rendili StarDrive	EFF R	3.00
● Rescue The Princess	OBJ R	3.00
● Return To Base	EFF R	3.00
● Rogue 4	...VEH R	5.00
● RRUURRR	...AL R	3.00
● Ryvall	...AL R	3.00
● Sarface	...CRE R	5.50

### ENDOR EXPANSION

DECIPHER-1999

Full Set (180 cards)	100.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	65.00



## DOUBLE TAKES

### NINE RESIGNED

When belligerent officer Ro Laren and her tainted past showed up on the *Enterprise*, she was actually being groomed for the lead Bajoran role on "Deep Space 9." However, actress Michelle Forbes, who played Ro, decided to abandon "Trek" for "Homicide: Life on the Street," and the DS9 Bajoran-Starfleet liaison evolved into Kira Nerys.

Commons	25	Tempest 1	VEH R	28.00	
Uncommons	100	Tempest Scout 1	VEH R	20.00	
		Threepio	DRO R	5.00	
● A280 Sharpshooter Rifle	WEA R	2.50	● Jar Jar Binks	CHA R	40.00
● Ani High	EFF R	3.00	● Mace Windu	CHA U	20.00
● Always Thinking With Your Stomach	LIN R	4.00	● Mawhonic's Podracer	WEA C	4.00
● Aratech Corporation	EFF R	4.00	● Obi-Wan Kenobi, Young Jedi	CHA R	41.00
● AT-ST Dual Cannon	WEA R	4.50	● Obi-Wan Kenobi's Lightsaber	WEA C	6.00
● Chewbacca Of Kashyyyk	REB R	10.00	● Queen Amidala, Ruler of Naboo	CHA R	14.00
● Chewbacca's Bowcaster	WEA R	4.00	● Republic Cruiser	STA C	4.00
● Chewie's AT-ST	VEH R	4.00	● Sebulba's Podracer	WEA U	9.00
● Chief Chirpa	REB R	3.00	● Teemto Pagatas' Podracer	WEA C	4.00
● Closed Door	EFF R	4.00			
● Colonel Dyer	IMP R	5.00			
● Commander Igat	IMP R	5.50			
● Corporal Dreksyn	IMP R	4.50			
● Corporal Kensiarc	REB R	2.50			
● Corporal Misrik	IMP R	3.00			
● Corporal Oberk	IMP R	4.50			
● Count Me In	EFF R	4.00			
● Counterattack	LIN R	3.00			
● Crosfire	EFF R	2.50			
● Daughter Of Skywalker	REB R	9.00			
● Deactivate The Shield Generator	EVE R	3.00			
● Early Warning Network	EFF R	3.00			
● Empire's New Order	EFF R	4.00			
● Endor Celebration	UNR R	3.00			
● Endor Occupation	UNR R	3.00			
● Endor Operations/Imperial Outpost	DBJ R	3.00			
● Endor: Chief Chirpa's Hut	LOC R	3.00			
● Endor: Dark Forest	LOC R	3.00			
● Endor: Rebel Landing Site	LOC R	3.00			
● Establish Secret Base	EFF R	4.50			
● Fly Casual	INT R	2.00			
● General Crix Madine	REB R	3.00			
● General Solo	REB R	12.50			
● Graak	AL R	2.50			
● Here We Go Again	LIN R	3.00			
● I Know...	LIN R	4.50			
● It's An Older Code	INT R	3.00			
● Kazak	AL R	4.00			
● Lieutenant Greave	REB R	5.00			
● Lieutenant Page	REB R	3.00			
● Lieutenant Renz	IMP R	3.00			
● Lieutenant Waths	AL R	3.50			
● Loopy	AL R	2.50			
● Lost In The Wilderness	LIN R	3.00			
● Major Hexex	IMP R	3.00			
● Major Marquand	IMP R	3.00			
● Mon Mothma	REB R	4.00			
● Navy Trooper Fenson	IMP R	3.00			
● ominous Rumors	EFF R	4.00			
● Orimarka	REB R	6.00			
● Perimeter Patrol	EFF R	3.00			
● Rapid Deployment	LIN R	4.00			
● Rebel Strike Team/Garrison Destroyed	OBJ R	3.50			
● Relentless Tracking	EFF R	3.00			
● Rumba	AL R	3.00			
● Security Precautions	EFF R	3.00			
● Sergeant Barchi	IMP R	4.00			
● Sergeant Brooks Carlson	REB R	3.00			
● Sergeant Bruckman	REB R	2.50			
● Sergeant Irol	IMP R	3.00			
● Sergeant Wallen	IMP R	2.50			
● Surprise Counter Assault	LIN R	3.00			
● Teeko	AL R	3.00			
● That's One...	EFF R	3.00			
● This Is Absolutely Right	UNR R	3.00			
● Threepio	DRO R	6.50			
● Tydirium	STA R	3.25			
● Well-earned Command	EFF R	3.00			
● Were You Looking For Me?INT R	INT R	3.00			
● Wicket	AL R	4.00			
● Wokling	EFF R	2.50			
● Wounded Warrior	UNR R	3.00			
● You Rebel Scum	LIN R	3.00			

### YOUNG JEDI: MENACE OF DARTH MAUL EXPANSION

DECIPHER-1999

Full Set (162 cards)	80.00
Booster Pack (11 cards)	3.00
Booster Box (30 packs)	60.00

Commons	10	Uncommons	.75
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● Anakin Skywalker	CHA R	5.00	● Amidala's Blaster	WEA R	2.50
● Anakin Skywalker's Podracer	CHA R	4.00	● Anakin Skywalker	CHA R	4.00
● Battle Droid Squad	CHA R	3.00	● Captain Panaka	CHA R	3.00
● Captain Panaka	CHA R	3.00	● Darth Maul	CHA R	2.00
● Darth Maul	CHA R	4.00	● Darth Maul's Lightsaber	WEA R	4.00
● Darth Maul, Sith Lord	CHA F	4.00	● Darth Maul's 5th Speeder	WEA R	3.00
● Darth Maul, Master of Evil	CHA R	4.00	● Darth Sidious	CHA R	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Destroyer Droid Squad	CHA R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Fafe and Beed	CHA R	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Jabba the Hutt	CHA R	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Jar Jar Binks	CHA R	3.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Ki-Adi-Mundi	CHA R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Let Them Make First	BAT R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Lott Dod	CHA R	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Macs Windu	CHA R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Mars Guo	CHA U	.75
● Darth Maul, Sith Speeder	WEA R	3.00	● Mars Guo's Podracer	WEA U	.75
● Darth Maul, Sith Speeder	WEA R	3.00	● Nemoidian Aide	CHA F	2.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Nute Gunn	CHA R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Obi-Wan Kenobi	CHA F	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Padme Naboo	CHA R	4.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Queen Amidala, Rep.	CHA R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Queen Amidala, Voice	CHA R	2.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Qui-Gon Jinn	CHA R	3.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Qui-Gon Jinn's Lightsaber	WEA R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● R2-D2	CHA R	3.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Rune Haako	CHA R	4.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Sebulba	CHA R	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Trade Federation Tank	CHA R	4.00
● Darth Maul, Sith Speeder	WEA R	3.00	● Watto	CHA R	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Wisdom Of The Council	BAT R	2.50
● Darth Maul, Sith Speeder	WEA R	3.00	● Yoda	CHA R	3.00

FOILS	Full Set (18 cards)	175.00
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● Queen Amidala	Ruler of Naboo	CHA R	6.00
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● Qui-Gon Jinn	CHA R	5.00
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● Qui-Gon Jinn	CHA R	3.50
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● Qui-Gon Jinn	CHA R	3.00
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### PRICE GUIDE ADVISORS

2,000 Games in Knoxville, TN; C&C Collectibles in Madison, WI; Collector's Cache in Overland Park, KS; The Edge Man in Dallas, TX; GNA Wholesale, Inc. in Wareham, MA; Gathering Ground in St. Louis, MO; Hansen's Hobbies in Wilmette, IL; Hostur Hobbies in Salt Lake City, UT; Heroes Unlimited, Inc. in Roselle, IL; Infinity Comics and Games in Lafayette, CO; J&M Enterprises in Alameda, CA; Mad Magic in San Jose, CA; Major League in Lansing, MI; Myrra Games in Memphis, TN; Neutral Ground in New York, NY; New Wave Mail Order in Alpharetta, GA; Paul and Judy's Coins and Cards in Arthur, IL; Potomac Distribution in Vienna, VA; Sleeping Dragon's Lair in Pekin, IL; Universe in Sarasota, FL; Thunder and Lightning in Los Angeles, CA; Troll and Toad in Keene, KY; West Coast Cards and Games in Federal Way, WA

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2,000 Games in Knoxville, TN; C&C



## NAME    KIND CR PR COST SETS

A player who controls more permanents than any other cannot play lands or artifact, creature or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.

**Dancing Scimitar** ART R \*\*\* █ AL AR,4th,5th,Bn Flying 1/5.

**Dark Sphere** ART U \*\* █ DK

• Sacrifice: Prevent half of the damage done to you by a single source, rounded down.

**Defense Grid** ART R \*\*\* █ UL During each player's turn, spells played by another player cost an additional 1.

**Dell's Cone** ART U \* █ FE

• Sacrifice: If target creature's you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

**Dell's Cube** ART R \* █ FE

• If target creature you control attacks and isn't blocked, it deals no damage instead but a counter on Dell's Cube. Pay 1 and remove a cube counter to regenerate target creature.

**Desertic Scarper** ART R \*\*\* █ IA

• Buy target permanent you own. No really, that's what it does.

**Diabolic Machine** AD U \*\*\* █ DK,4th,5th

• Regenerates, 4/4.

**Diamond Kitelescopis** ART R \*\* █ VS

• Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice: Add one mana of any color to your pool.

**Dilgardo** ART R \*\* █ HL

• Take a Minotaur from your hand and put it directly into play.

**Dingus Egg** ART R \*\*\* █ Basic

Whenever a land is destroyed, its controller takes 2 damage.

**Dingus Staff** ART U J \*\* █ WL

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

**Disrupting Scarper** ART R \*\*\* █ Basic

• Opponent must discard a card. Play as a sorcery.

**Disturbing Land** ART R \*\*\* █ MM

• Target permanent becomes the color of your choice until end of turn.

**Dragon Cylix** ART R \* █ FE

• Discard a card at random: Regenerate target creature.

**Dragon Blood** ART U \*\*\* █ LZ

• Put a +1/+1 counter on target creature.

**Dragon Engine** ART R \*\*\* █ AQR,4th,5th,Bn

• +1/+0 until end of turn, 1/3.

**Dragon Mask** ART U \*\*\* █ VS,Bn

• Target creature you control gets +2/+2 until end of turn. At end of turn, return it to its owner's hand.

**Ebony Horse** ART R \*\*\* █ ANL,4th

• Link up one of your attackers and treat it as if it never attacked.

**Ebony Rhine** AC R \*\* █ HL

Trample 4/5.

**Echo Chamber** ART R \*\*\* █ TM

• Opponent chooses a creature he controls. Put a token creature into play and treat it as a copy of that creature, but with haste. At end of turn, remove token creature from game. Play as a sorcery.

**Elixir of Vitality** ART U \*\*\* █ WL

Come into play tapped. • Sacrifice: Gain 4 life. • Sacrifice: Gain 8 life.

**Ekin Settle** ART R \*\*\* █ IA,5th

• Place the last card of your library face up in front of you. You may pay that card as though it were in your hand if you do not play it by your next upkeep remove it from the game.

**Elvyn Lynn** ART R \*\*\* █ FE

• Sacrifice: Target creature gets +2/+2 until end of turn.

**Emerald Medallion** ART R \*\* █ TM

Your green spells cost 1 less to play.

**Emmese Tome** ART R \*\*\* █ TM

• Draw two cards, then choose and discard a card.

**Endoskeleton** ART U \*\*\* █ LZ

You may choose not to untap Endoskeleton. • Target creature gets +0/+3 as long as Endoskeleton remains tapped.

**Energyz** ART R \*\*\* █ TM

• Put a +1/+1 counter on Energizer 2/2.

**Ensorning Bridge** ART R \*\*\* █ SH

Creates with power greater than the number of cards in your hand and trample.

**Erratic Portal** ART R \*\*\* █ EX

• Return target creature to its owner's hand unless its owner pays 1.

**Ersatz Gnomes** AC U \*\*\* █ MG

• Target spell or permanent is colorless until end of turn, 1/1.

**Essence Bottle** ART U \*\*\* █ TM

• Put a counter on Bottles. • Remove all counters. Gain 2 life for each counter.

**Excavator** ART U \*\*\* █ TM

Sacrifice a basic land. Target creature gains that landwalk until end of turn.

**Extruder** AC U \*\*\* █ LD

Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature, 4/3.

**Eye of Rames** ART R \*\*\* █ MM

• Add 1 to your pool. Sacrifice. Add 1 to your pool.

**Felden's Cane** ART C \*\*\* █ AQR,4th

• Remove from game: Shuffle your graveyard into your library.

**Fellow Slave** ART L \*\*\* █ DK,4th,5th

• Produce 1 mana of any color that opponent's lands produce.

**Fern & Ban** ART R \*\*\* █ HS,Bn

Summon spells cost an additional 1 to cast.

**Fire Diamond** ART U \*\*\* █ MG,Bn

comes into play tapped. • Add 1 to your mana pool.

**Floodwater Dam** ART R \*\*\* █ AL

• Tap target lands.

**Flowstone Sculpture** AC R \*\*\* █ TM

• Choose one and discard a card. Sculpture gains flying first strike, trample or a +1/+1 counter, permanent, 4/4.

**Fluctuator** ART R \*\*\* █ LZ

Cyphers costs you up to 1 less to play.

**Flying Carpet** ART R \*\*\* █ AQR,4th,5th,Bn

• Give target creature flying until and of turn.

**Fodder Cannon** ART U \*\*\* █ LD

• Sacrifice a creature: Deal 1 damage to target creature.

**Fuel's Tome** ART R \*\*\* █ TM

Whenever a player plays a land, he may pay 1. If that player does, he draws a card at end of turn.

**Forcefield** ART R \*\*\* █ LU

• Target unblocked creature deals only 1 damage this turn.

**Forbough Amulet** ART R \*\*\* █ LG

Play during upkeep or destroy Forbough Amulet. Prevent all

## NAME    KIND CR PR COST SETS

damage over 2 come to you by a sorcery or instant.

**Fountain of Youth** ART U \*\* █ DK, CH,5th,Bn

• Gain 3 life.

**Fyndhorn Bell** ART U \*\* █ IA

• Give target creature first strike until end of turn.

**Gauntlet of Might** ART R \*\*\* █ LU

• All mulligans produce an extra 1. All red creatures gain +1/+1.

**Gauntlets of Gleesh** ART R \*\*\* █ MG

• Sacrifice: Take control of an opponent's land, creature or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.

**General's Regalia** ART R \*\*\* █ MM

• The next time a source of your choice would deal damage to you, this turn, that damage is dealt to target creature you control instead.

**Glasses of Urza** ART U \*\*\* █ Basic

• Look at opponent's hand. No, his cards!

**Gobin Lyre** ART R \*\*\* █ IA

• Sacrifice: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures opponent controls.

**Goliath Sylix** ART R \*\*\* █ AQ

• Bury all Antiquities cards. Boo-yah!

**Graffiti Skulcap** ART R \*\*\* █ LZ

During your draw phase, draw an addition, card. At the end of each turn, turn discards back into your mana pool.

**Grapefruit Catastrophe** AC E \*\*\* █ AQR,4th,5th

• Do 1 damage to a target flying creature, 2/3.

**Green Mana Battery** ART R \*\*\* █ MG,Bn

• Put a counter on Battery. • Add 1 to your mana pool and add 1 for each counter you remove as well.

**Grim Monolith** ART R \*\*\* █ LU

Monolith does not untap during your upkeep. Add three colorless mana to your mana pool. • Untap Monolith.

**Grindstone** ART R \*\*\* █ TM

• Put the top two cards of target player's library into his graveyard. If both cards share at least one color, repeat this process.

**Grinding Totem** ART R \*\*\* █ MG,Bn

• Sacrifice: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.

**Guardian of the Flame** ART R \*\*\* █ WL

If you lose control of Scapter, put all cards under it into your graveyard. • Put any card from your hand face down under Scapter. • Return any card under Scapter to your hand.

**Heart of Rames** ART R \*\*\* █ MM

• Stun becomes a 3/3 creature. Use only during attack phase.

**Jalum Tome** ART R \*\*\* █ AQR,5th,Bn

• Draw a card and then discard a card of your choice.

**Jander's Ring** ART R \*\*\* █ ANR,4th,5th

• Discard a card you just drew, and draw a card.

**Jander's Saddlebags** ART R \*\*\* █ ANR,4th,5th

• Jitab target creature.

**Jangling Automaton** AC D \*\*\* █ WL

If Automation attacks, untap all of defending player's creatures, 3/2.

**Jayendam Tome** ART R \*\*\* █ AQR,4th,5th,Bn

• Draw a card.

**Jester's Cap** ART R \*\*\* █ IA,5th

• Sacrifice. Look through target player's library and remove any three cards from the game.

**Jester's Mask** ART R \*\*\* █ IA

Comes into play tapped. • Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.

**Jet Medallion** ART R \*\*\* █ TM

Your black spells cost 1 less to play.

**Jeweled Amulet** ART U \*\*\* █ IA

• Place a counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a counter on Amulet. • Remove the counter to add 1 mana of the appropriate type to your mana pool.

**Jeweled Bird** ART R \*\* █ ANL

• Sacrifice: Send all cards you have up for ante to the

graveyard and replace them with the Jeweled Bird. Draw a card.

**Jeweled Torque** ART U \*\*\* █ HM

As Torque comes into play, choose a color. Whenever a player plays a spell of the chosen color, they may pay 1 to gain 2 life.

**Jeff's Tealbox** AC U \*\*\* █ LU

• Regenerate target artifact creature, 1/1.

**Hera of Plenty** ART R \*\*\* █ MM

• Whenever any player plays a land, that player draws a card.

**Horn of Rames** ART R \*\*\* █ SH

• Add 1 to your pool. Sacrifice. Add 1 to your pool.

**Horn of Desecring** ART R \*\*\* █ LU

• Target creature deals no damage in combat this turn.

**Horn of Grand** ART R \*\*\* █ LU

• Gain 1 life for each creature you control.

**Horn of the Bull** ART R \*\*\* █ LU

During your upkeep, roll dice 2 damage to you. Sacrifice a creature. Target opponent gains control of the bull permanently.

**Jinxed Ring** ART R \*\*\* █ SH

Whenever any card is put into your graveyard from play, ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of ring permanently.

**Joven's Tools** ART R \*\*\* █ HL,Bn

• Target creature can only be blocked by walls until end of turn.

**Juggernaught** AC U \*\*\* █ LUR

Must attack each turn if possible. Can't be blocked by walls.

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**Julie Bubble** ART U \*\* █ VS

CU: • If you play a card, buy Bubble. • Gain 1 life.

**Junk Diver** AC R \*\*\* █ UD

Flying. When Diver is put into a graveyard from play, return another artifact card from your graveyard to your hand, 1/1.

**Karn, Silver Selassie** AC R \*\*\* █ LZ

Whenever Karn blocks or becomes blocked, it gets -4/+4 until and of turn. • Target noncreature artifact is a creative creature with power and toughness each equal to its casting cost until end of turn.

**Knowledge Vault** ART R \*\*\* █ LG

• Place the top card of your library face down under Vault. Sacrifice. Discard your hand, replacing it with the cards under Vault.

**Kormus Ball** ART R \*\*\* █ LUR,4th

Treat all swamps as 1/1 creatures that can be tapped for 1.

**Kry Shield** ART U \*\*\* █ LG

• Target creature you control gains +0/+X until end of turn, where X is its casting cost. Target deals no damage this turn.

**Kyre Archive** ART R \*\*\* █ MM

At the beginning of your upkeep, you may remove the top card of your library from the game face down. • Discard your hand. Sacrifice: Put all cards remove from the game with Archive into their owner's hand.

**Kyne Toy** ART R \*\*\* █ MM

• Put a counter on Toy. • Remove X counters from Toy. Add X plus one colorless mana to your pool.

**Lapiz Lazuli Talisman** ART U \*\*\* █ IA

• Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

**Lead Siren** AC U \*\*\* █ MG,Bn

If Golem attacks, it doesn't untap during your next upkeep, 3/3.

**Lambe-Deli Chimeras** AC U \*\*\* █ VS

Trample. Sacrifice Chimeras: Put a +2/+2 counter on target Chimeras and it gains trample permanently, 2/2.

**Library of Long** ART J \*\*\* █ LUR,4th,6th

Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.

**Life Chase** ART U \*\*\* █ LG

Sacrifice a creature: Gain life equal to creature's toughness. Use only during upkeep.

**Life Matrix** ART R \*\*\* █ LG

• Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature: Regenerate the creature.

**Lifeline** ART R \*\*\* █ LZ

Whenever a creature is put into a graveyard and a creature is in play, return that creature from its graveyard to play at end of turn.

**Lion's Eye Diamond** ART R \*\*\* █ MG

Sacrifice Diamond and discard your hand: Add three mana of any one color to your mana pool, like a Black Lotus, only, not.

**Living Armor** ART C \*\*\* █ DK, CH

Sacrifice: Put a +0/+X counter on a target creature, where X is the creature's casting cost.

**Living Well** AC U \*\*\* █ LUR

Counts as a well. • Regenerates, 0/6.

**Lodesman Talisman** ART R \*\*\* █ AI

• Sacrifice: Put up four basic lands from a player's graveyard on top of his library. • Control: Add X mana of one color to your mana pool.

**Lotus Blossom** ART R \*\*\* █ LZ

During your upkeep, you may put a counter on Blossom. • Sacrifice: Add X mana of one color to your mana pool, where X is the number of counters on Blossom.

**Lotus Petal** ART C \*\*\* █ TM

• Sacrifice: Add one mana of any color to your mana pool.

**Magistrate's Scarf** ART R \*\*\* █ MM

• Put a counter on Scarf. • Remove three counters from Scarf: Take another turn after this one.

**Magma Mine** ART U \*\*\* █ VS

• Put a counter on Mine. • Sacrifice. For each counter on it, Mine deals 1 damage to target creature or player.

**Magnetic Web** ART R \*\*\* █ TM

If a creature with a magnet counter attacks, all creatures with magnet counters that attacker controls block that creature. • Put a magnet counter on target creature.

**Malcibus Talisman** ART U \*\*\* █ IA

• Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.

**Mama Crypt** ART R \*\*\* █ PR

• Add 1 to your mana pool. • Untap pool. Use only during your upkeep. Mama deals 1 damage to you if it is tapped at the end of your upkeep.

**Mama Matrix** ART R \*\*\* █ LG

Pay 1 less to cast an instant, interrupt or enchantment.

**Mama Prism** ART U \*\*\* █ MG,6th

• Add 1 to your pool. • Untap pool. • Add 1 mana of any color to your pool.

**Mama Vault** ART R \*\*\* █ LUR,4th,5th

• Add 1 to your mana pool. • Untap pool. Use only during your upkeep. Vault deals 1 damage to you if it is tapped at the end of your upkeep.

**Mama Web** ART R \*\*\* █ WL

Whenever any land opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.

**Manakin** AC C \*\*\* █ TM

• Add 1 to your mana pool, 1/1.

**Mangar's Tome** ART R \*\*\* █ MG

Search your library for 5 cards. Shuffle and put these cards face down under Tome. • Instead of drawing a card, add top card from Tome to your hand.

**Mantis Engine** AC U \*\*\* █ LD

Flying until end of turn. • First strike until end of turn, 3/3.

**Martie Diamond** ART U \*\*\* █ MG,6th

Comes into play tapped. • Add 1 to your mana pool.

**Martie Priest** AC U \*\*\* █ LB

All walk able to black Martie Priest must do so. Martie Priest takes no damage in combat from walls, 3/3. Really? Who's gonna use walls?

**Masticore** AC R \*\*\* █ UD

At the beginning of your upkeep, you may discard a card from your hand. If you do, sacrifice Masticore. • Masticore deals 1 damage to target creature.

**Matiq Golem** AC U \*\*\* █ VS

• Regenerate and put a +1/+1 counter on Matiq Golem, 3/3.

**Medicine Bag** ART R \*\*\* █ EX

• Choose and discard a card: Regenerate target creature.

**Meekstone** ART R \*\*\* █ LUR,4th,6th

Creates with power greater than 2 do not untap during upkeep.

**Memory Crystal** ART R \*\*\* █ EX

All buyback costs are reduced by 1.

**Memory Jar** ART R \*\*\* █ UL

Play during upkeep or destroy Forbough Amulet. Prevent all



You may play Cho-Manno's Blessing any time you could play an instant.

Cho-Manno's Blessing comes into play, choose a color.

Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.

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# MAGIC

The Gathering®

## Players Guide

### NAME KIND CR PR COST SETS

**Sacrifice** Each player sets aside his hand and draws seven cards. At end of turn, each player discards his hand and returns to his hand each card he set aside.

**Mercadian Atlas** ART R \*\*\* MM

At the end of your turn, if you didn't play a land the turn, you may draw a card.

**Mercadian Lift** ART R \*\* MM

Put a counter on Lifl. Remove X counters from Winch. Put a creature card with converted mana cost X from your hand into play.

**Metallic Silver** AC C \*\* TM

Metallic Silver counts as a silver, 1/1.

**Metalworker** AC R \*\*\* UD

Reveal any number of artifact cards in your hand. Add to your pool for each card revealed this turn 1/2.

**Meteorite** ART R \*\*\* UZ

When a spell or ability of one of your opponents controls you to discard Meteorite, put four 1/1 artifact Gnome tokens into play.

Put a 1/1 artifact Gnome token into play.

**Mightstone** ART R \*\*\* AU

AU attacking creatures gain +1/+0.

**Militia** ART R \*\*\* ADR 4th/5th

Place the top two cards from target player's library into his graveyard.

**Mind Stone** ART C \*\* WL

Add to your mana pool. Sacrifice Draw a card.

**Mindless Automaton** AC R \*\*\* EX

comes into play with two 1/+1 counters. Discard a card: Put a +1/+1 counter on Automaton. Remove two +1/+1 counters from Automaton. Draw a card, 0/0.

**Mirror Universe** ART R \*\*\*\*\* LE

Sacrifice: Trade life totals with opponent. Use only during your upkeep. Comes into play tapped.

**Misera's Cage** ART R \*\*\* MG

At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misera's Cage deals 2 damage to him.

**Misera's Groundbreaker** ART U \*\*\* AI

Sacrifice: Target land becomes a 3/3 artifact creature.

**Misera's Hell** ART R \*\*\* UZ

Tap X lands.

**Misera's War Machine** AC R \*\*\* AQR 4th

Banding. Discard a card from your hand during upkeep or War Machine becomes tapped and does 3 damage to you. 5/5

**Moble Fort** AC U \*\*\* UZ

Counts as a wall. Gains +3/+1 until end of turn and can attack this turn as though it were not a Wall. Use once per turn. O/E.

**Mogg Cannon** ART U \*\*\* TM

Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn destroy that creature.

**Monkey Cage** ART R \*\*\* MM

When a creature comes into play, sacrifice Cage and put into play a number of 2/2 green Ape tokens equal to that creature's converted mana cost.

**Moss Diamond** ART U \*\*\* MG/OSH

Comes into play tapped. Add to your mana pool.

**Mox Diamond** ART R \*\*\* SH

When Diamond comes into play, discard a land from your hand and sacrifice Diamond. Add one mana of any color to your pool.

**Mox Emerald** ART R \*\*\* U

Add to your mana pool.

**Mox Jet** ART R \*\*\* UJ

Add to your mana pool.

**Mox Pearl** ART R \*\*\* LL

Add to your mana pool.

**Mox Ruby** ART R \*\*\* LL

Add to your mana pool.

**Mox Sapphire** ART R \*\*\* LU

Add to your mana pool.

**Mystic Compass** ART U \*\*\* AQB

Target mana-producing land becomes a basic land type of your choice until end of turn.

**Necra Tallowman** ART J \*\*\* IA

Untap a permanent. This ability only works when a white spell is successfully cast and only once for each white spell cast.

**Naked Singularity** ART R \*\*\* A

CU instead of their normal mana plains produce islands produce, swamps produce mountains produce forests produce.

**Neopropolis** AC U \*\*\* DK

Counts as a wall. Remove a creature in your graveyard from game. Put a +0/+0 counter on Neopropolis. X is the creature's cost. O/E.

**Nivyring's Disk** ART R \*\*\* LDR 4th/5th

Destroy all non-land permanents. Comes into play tapped.

**Noetic Scales** ART R \*\*\* UZ

During each player's upkeep, return to owner's hand each creature he controls with greater than the number of cards in his hand.

**North Star** ART R \*\*\* LG

You may cast one spell this turn using many of any color.

**Nova Pentacle** ART R \*\*\* LG

Redirect all damage done to you, by one source to target creature of opponent's choice. "No" means "no go" in Spanish.

**Null Brouch** ART R \*\*\* EX

Discard your hand. Counter target noncreature spell.

**Null Rod** ART R \*\*\* WL

Players cannot play artifact abilities requiring an activation cost.

**Obelisk of Undoing** ART R \*\*\* ADR 4th/5th

Return target permanent you control to its owner's hand.

**Oblivious Gollem** AC U \*\*\* LDR 4th/5th

4/6. We like to call him Larry.

**Oniuk** ART R \*\*\* UZ

0/1 Oniuk goes to the graveyard from play you gain 2 life. 2/2.

**Onya Tallowman** ART J \*\*\* IA

Untap a permanent. This ability only works when a black spell

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is successfully cast and only once for each black spell cast.

**Ornithopter** ART U \*\*\* AQR 4th/5th

Flying. 0/2. Despite what Iron Skewer thinks, this card sucks.

**Panacea** ART U \*\*\* MM

Prevent the next X damage that would be dealt to target creature or player that turn.

**Paragon Gollem** AC U \*\*\* MG/SH

Flying and untap at end of turn. 2/3.

**Patchwork Gnomes** AC U \*\*\* TM

Choose and discard a card. Regenerate Patchwork Gnomes. 2/1.

**Pau'pers Cage** ART R \*\*\* MG

At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Pau'pers Cage deals 2 damage to him.

**Pearl Medallion** ART R \*\*\* TM

Your white spells cost  $\frac{1}{2}$  less to play.

**Pentagram of the Ages** ART R \*\*\* IAB 5th

Prevent all damage done to you, from one source.

**Phyrexian Colossus** AC R \*\*\* UZ

Does not untap during your upkeep step. Pay 1 life. Untap Colossus. Cannot be blocked by fewer than three creatures. 8/8

**Phyrexian Devourer** AC R \*\*\* AI

If Devour's power is seven or greater, bury it. 0/0. Remove a top card of your library from the game to put a +X/+X counter on Devour, where X is equal to the total card casting cost. 1/1

**Phyrexian Draednought** AC R \*\*\* MG

Trample. In order to cast Draednought you must first sacrifice any number of creatures with total power 12 or fewer. 12/12

**Phyrexian Furnace** ART U \*\*\* WL

Remove the bottom card of target player's graveyard from the game.  $\frac{1}{2}$  Sacrifice: Remove a card in any graveyard from the game and draw a card.

**Phyrexian Grinna** ART R \*\*\* TM

Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.

**Phyrexian Hulk** ART U \*\*\* TM

5/4.

**Phyrexian Marauder** ART R \*\*\* VS

Come into play with X+1/+1 counters on it. Marauder cannot block. Marauder cannot attack unless you pay  $\frac{1}{2}$  for each counter on it. 0/0

**Phyrexian Portal** ART R \*\*\* AI

Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.

**Phyrexian Processor** ART R \*\*\* IJ

When Processor comes into play, pay any amount of life.  $\frac{1}{2}$

Put a Mirran token into play. Treat as a black creature with power and toughness each equal to the original paid life total.

**Phyrexian Splicer** ART U \*\*\* TM

Choose flying, first strike, trample or double strike. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

**Phyrexian Vat Beast** ART C \*\*\* AI

0/3. Worse than the Orthopter!

**Phyrexian Web Beast** ART C \*\*\* AI

If Beast leaves play, sacrifice a land and take 1 damage. 3/4.

**Pit Trap** ART U \*\*\* AQLZ

$\frac{1}{2}$  Sacrifice: Burst attack attacking creature without flying.

**Plumier Gata** ART R \*\*\* LS

Pay  $\frac{1}{2}$  less when casting a summon spell.

**Portcullis** ART R \*\*\* SH

When a creature comes into play, if there are two other creatures in play, set that creature aside. If Portcullis leaves play, put creature into play under owner's control.

**Powder Keg** ART R \*\*\* UD

At the beginning of your upkeep, you may put a counter on Keg.

**Sacrifice** Destroys each artifact and creature with converted mana cost equal to the number of counters on Keg.

**Power Matrix** ART R \*\*\* MM

Target creature gains +1/+1 and flying, first strike, and trample until end of turn.

**Primal Clay** AC R \*\*\* AQR 4th/6th

When cast, choose whether to make Primal Clay a 1/6 wall or a ground creature or 2/2 flying creature.

**Puffer Extract** ART L \*\*\* MM

Target creature you control gains +1/+X until end of turn. Destroy it at end of turn.

**Puppet Strings** ART U \*\*\* TM

During your upkeep, Scream strings deal 2 damage to the creature with the lowest toughness. You choose which one if there is a tie.

**Purifying Soyl** ART R \*\*\* IJ

Untap a permanent. Return Scream strings to your hand.

**Pyramida** ART R \*\*\* AN

Prevent a land from being destroyed. Remove an enchantment from a land.

**Quicksilver Amulet** ART R \*\*\* UL

Chose a creature card in your hand and put that creature into play.

**Rackto The** ART U \*\*\* AQR 4th

Do 1 damage for each card under 3 opponent has during upkeep.

**Rakulto** ART R \*\*\* AQ/C

Prevent 1 damage to any target. Rakulto returns to owner's hand at end of turn.

**Razor Pendulum** ART R \*\*\* MG

If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.

**Ridana Battery** ART R \*\*\* L4th

Put a counter on Battery.  $\frac{1}{2}$ : Add to your mana pool and add an additional  $\frac{1}{2}$  for each counter you remove.

**Reflecting Mirror** ART U \*\*\* DK

$\frac{1}{2}$ : Redirect spell targeting you to player of your choice.

X is equal to the casting cost of target spell.

**Rule Barrier** ART U \*\*\* LG

Tap target artifact.

**Ring of Gl** ART R \*\*\* UL

Echo. Tap target artifact, creature or land.

**Ring of Immortals** ART R \*\*\* LG

Counter target interrupt or enchantment targeting a permanent you control.

**Ring of Maruf** ART R \*\*\* AN

Sacrifice instead of drawing a card, draw a card you own.

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from outside the game.

**Ring of Renewal** ART R \*\*\* FE

Randomly discard a card from your hand. Draw 2 cards.

**Rishadan Prowess** ART R \*\*\* MM

Shuffle target card you control into its owner's library.

**Rocket Launcher** ART U \*\*\* AQR

Do 1 damage to any target. If used, Rocket is destroyed at end of turn. Can't be used again.

**Rod of Ruin** ART U \*\*\* LUR 4th/6th

Do 1 damage to any target.

**Rotetheropter** ART C \*\*\* AI

Flying.  $\frac{1}{2}$ : Randomly discard a card until the end of turn. You cannot spend more than  $\frac{1}{2}$  this way each turn. 0/2.

**Ruby Medallion** ART R \*\*\* TM

Your red spells cost  $\frac{1}{2}$  less to play.

**Runed Arch** ART R \*\*\* IA

comes into play tapped.  $\frac{1}{2}$ : Runed Arch is untapped.

**Sand Golem** ART U \*\*\* MG

comes into play tapped. Sand Golem can't be targeted.

**Sandstorm of the Orn** ART C \*\*\* MM

Do 1 damage to all creatures.

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**Sand**

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**Simplicity of Mana** ART R \*\* ● LJ/R4n  
White mana in your pool can be used as white or red mana.

**Snowflake** ART U \*\* ● IA  
Sacriice a snow-covered land: All creatures deal 0 damage this turn.

**Sound of the Ages** ART R \*\*\* ● LG  
comes into play tapped. ● Remove Swords and any number of creatures you control from the game. Deal damage to one target equal to the sacrificed creature's combined power.

**Sword of the Coven** ART R \*\*\* ● SH  
● Target legend gets +2/+2 until end of turn.

**Tainted of Ego** ART C \* ● AQ  
Ban 1 life when an artifact is placed in the graveyard.

**Torment's Coffin** ART R \*\*\* ● AQ  
● Target creature is considered out of play for as long as Coffin remains tapped. ● Coffin is untargeted or leaves play, creature returns to play tapped. You may choose not to untap Coffin.

**Torment's Ward** ART U \*\*\* ● AQ 4th  
● Target creature with power no greater than 2 may not be blocked until end of turn.

**Torment's Weaponry** ART U \*\*\* ● AQ 4th,bn  
● Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry.

**Toxic's Dragon** AC R \*\*\* ● MG  
Flying, trample, rampage 4. Counts as a Dragon 5/5.

**Toxic's Fiddle Box** ART R \*\*\* ● VS,bn  
During each player's draw step, that player counts the cards in his hand, puts those cards on the bottom of his library and then draws that number of cards.

**Teletransporter** AC U \*\* ● TM  
Tap a creature you control. Teletransporter gains flying until end of turn 3/1.

**Teller's Tools** ART U \*\*\* ● MG  
● Tools damage to target player.

**Temporal Aperture** ART R \*\*\* ● UZ  
● Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its cost.

**Tetraurus** AC R \*\*\* ● AQ,4th  
Flying. Gains three +1/+1 counters when cast. ● Move a counter on or off Tetraurus. The counters are 1/1 flying artifact creatures that cannot be enchanted. Use only during upkeep. 1/1

**Thopter Squadron** AC R \*\*\* ● EX  
Ring comes into play with 3+1/+1 counters. ● Remove a counter. Put a 1/1 flying artifact creature Thopter token into play. Pay as a sacrifice. ● Sacrifice a Thopter. Put a +1/+1 counter on Squadron. Play as a sacrifice. 0/0

**Thorn Spikes** ART U \*\* ● UD  
● Add \* to your mana pool.

**Thorn Force** ART U \*\*\* ● WL  
● Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.

**Thorn Foundry** ART U \*\* I  
● Remove from game. Target player shuffles his graveyard into his library.

**Thorn Edition** AC R \*\*\* ● UD  
As long as Thran Golem is enchanted, it gets +2/+2 and gains flying, first strike and trample 3/3.

**Thorn Lure** ART R \*\* ● UL  
All permanents are creatures.

**Thorn Tome** ART R \*\* ● WL  
● Reveal the top 3 cards of your library to target opponent. Buy one of those cards of opponent's choice. Draw the rest.

**Thorn Tortoise** ART U \*\* ● UZ  
During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.

**Thorn War Machine** AC U \*\*\* ● UL  
Echo. Than War Machine attacks each turn if able. 4/5.

**Thorn Weaponry** ART R \*\* ● UL  
Echo. You may choose not to untap Weaponry. All creatures get +2/+2 as long as Weaponry remains tapped.

**Throne of Bone** ART U \*\* ● UZ,4th,5th  
● Gain 1 life when a black spell is cast. Use once per spell 1.

**Thunderscrews** ART R \*\* ● TM  
During your upkeep, if you have five or more cards in your hand, Thunderscrews deals 1 damage to target opponent.

**Tickling Beams** AC U \*\*\* ● UL  
Echo. Sacrifice 1 damage to target creature or player. 3/3

**Time Bomb** ART R \*\*\* ● VS,bn  
Put a counter on Bomb during your upkeep. ● Sacrifice. Do damage to each creature and player where X is the number of counters on Bomb.

**Time Vault** ART R \*\*\* ● LU  
● Take an extra turn. Comes into play tapped and may only be untapped if controller forfeits a turn.

**Two-Wing Chimera** AC U \*\*\* ● VS  
Flying. Sacrifice Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying 2/2.

**Tooth of Names** ART R \*\*\* ● MM  
● Add \* to your pool. Sacrifice: Add \* to your pool.

**Torment's Crypt** ART R \*\*\* ● DK,CH  
● Sacrifice. Remove all cards in target player's graveyard from the game.

**Torment Chamber** ART R \*\*\* ● TM  
During your upkeep, put a counter on Chamber. At end of turn, Chamber deals 1 damage to you for each counter on it. ● Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.

**Torture** ART U \*\* ● WL  
● Tap target artifact, you do not control.

**Tower of Corrosion** ART U \*\* ● DK

● Make target creature unblockable by w/s until end of turn.

**Tremorist** ART U \*\* ● LU  
● Discard a card from your hand. Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.

**Tremorizing Lizard** AC L \*\*\* ● EX  
Counts as a Lizard. ● Lizard becomes a creature enchantment that reads: Enchanted creature gets +1/+1 and counts as an artifact. You may play 0/0 to end this effect. 2/2

**Triangle of War** ART R \*\*\* ● VS  
● Sacrifice: Choose a creature you control and a creature an opponent controls. Each creature deals damage equal to its power to the other.

**Trident Egg** ART R \*\*\* ● LG,CH  
● Put a counter on Egg. ● If there are two counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.

**Triskelion** AC R \*\*\* ● AQ,4th  
Put three +1/+1 counters on Triskelion when it comes into play. Remove a counter to do 1 damage to any target. 1/1

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**Watchdog** ART R \*\* ● UZ  
During each player's upkeep, that player pays 2 life or returns a permanent he controls to its owner's hand.

**Whirling Slingshot** ART U \*\* ● MG  
● Tap an untagged creature you control. Slingshot deals the creature's power in damage to target attacking or blocking creature with flying.

**Werz's Armor** ART U \*\*\* ● UZ  
Whenever a source deals damage to you, that damage is reduced by 1.

**Werz's Avenger** AC R \*\*\* ● AQ,4th,bn  
● Avenger gets 1/+1 and gains either flying, banding first strike or trample until end of turn 4/4.

**Werz's Bubble** ART U \*\*\* ● IAI,5th  
● Sacrifice. Look at a random card from opponent's hand. Centrifuge.

**Werz's Blueprint** ART R \*\*\* ● UL  
Echo. Draw a card.

**Werz's Chalice** ART C \*\* ● AQ  
● Gain 1 life for any artifact cast. Gain only 1 life per artifact.

**Werz's Engine** AC R \*\*\* ● A  
Trample. ● Banding until end of turn. All creatures band with Werz's Engine gain trample until end of turn 1/5.

**Werz's Invictus** ART R \*\*\* ● LD  
When Jira's Invictus comes into play choose a creature type. Creature spells of the chosen type cost 0 less to play.

**Werz's Miller** ART R \*\*\* ● AQ  
● Draw a card when one of your artifacts goes to the graveyard.

**Werz's Bottles** ART R \*\*\* ● MG  
● Put X counters on Bottle. Play as a sorcery. At the beginning of your main phase if Bottle has any counters, tap Bottle and remove as counters from it to add that much mana to your pool.

**Werz's Amulet** ART R \*\*\* ● IA  
● Target player names a card and turns over the top card of his library. If the player a guess matches the card, it is placed in hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

**Werz's Sphere** ART R \*\* ● IA  
During your turn all creatures gain +2/+0. During all other turns a target creature gets -0/2.

**Werz's Laboratory** ART R \*\*\* ● SH  
Choose a color and a creature type. ● Put a taken creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.

**Werz's Key** ART U \*\*\* ● UZ  
● Untap target artifact.

**Werz's Bell** ART R \*\*\* ● LG,CH  
Put a counter on Bell during upkeep. If Bell is tapped at the end of your turn, X mana to you and X damage to one target. X is the number of counters on Bell. ● Do X damage to one target.

**Werz's Wall** AC U \*\*\* ● IA  
Counts as wall. ● Give Waking Wall -3/-1 and enable it to attack. This ability may only be used once per turn. D/S.

**Werz's Wall of Justice** AC U \*\*\* ● LZ  
When Wall blocks, return it to owner's hand at end of combat. 0/7

**Werz's Wall of Shredders** AC U \*\*\* ● IA  
Counts as wall. Banding 0/4.

**Werz's Wall of Spears** AC C \*\* ● AQ,4th,bn  
First strike, counts as wall. 2/3.

**Werz's Wand of Binding** ART R \*\*\* ● VS,bn  
● Look at the top card of target player's library. If that card is a wand, you may pay 2 life to put it into that player's graveyard.

**Werz's Wand of Kid** ART U \*\*\* ● DK  
● Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land) Use only during your turn.

**Werz's War Hinge** ART U \*\*\* ● DK  
● Give target creature Islandwalk until end of turn. Bury target. Werz's War hinge plays this turn.

**Werz's Charmed** ART U \*\*\* ● IA  
● Give target creature trample until end of turn.

**Werz's Tome** ART R \*\*\* ● WL  
Echo. Than Werz Tome attacks each turn if able. 4/5.

**Werz's Weaponry** ART R \*\* ● UL  
Echo. You may choose not to untap Weaponry. All creatures get +2/+2 as long as Weaponry remains tapped.

**Werz's Tome of Bone** ART U \*\* ● UZ,4th,5th  
● Gain 1 life when a black spell is cast. Use once per spell 1.

**Werz's Bloodbath** ART R \*\*\* ● TM  
During your upkeep, if you have five or more cards in your hand, Werz's Bloodbath deals 1 damage to target opponent.

**Werz's Tome** ART R \*\*\* ● WL  
All permanents are creatures.

**Werz's Tome** ART R \*\*\* ● WL  
● Reveal the top 3 cards of your library to target opponent. Buy one of those cards of opponent's choice. Draw the rest.

**Werz's Tortoise** ART U \*\* ● UZ  
During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.

**Werz's War Machine** AC U \*\*\* ● UL  
Echo. Than War Machine attacks each turn if able. 4/5.

**Werz's Weaponry** ART R \*\* ● UL  
Echo. You may choose not to untap Weaponry. All creatures get +2/+2 as long as Weaponry remains tapped.

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● Gain 1 life when a black spell is cast. Use once per spell 1.

**Werz's Bloodbath** ART R \*\*\* ● TM  
During your upkeep, if you have five or more cards in your hand, Werz's Bloodbath deals 1 damage to target opponent.

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● Gain 1 life when a black spell is cast. Use once per spell 1.

**Werz's Bloodbath** ART R \*\*\* ● TM  
During your upkeep, if you have five or more cards in your hand, Werz's Bloodbath deals 1 damage to target opponent.

**Werz's Tome** ART R \*\*\* ● WL  
All permanents are creatures.

**Werz's Tome** ART R \*\*\* ● WL  
● Reveal the top 3 cards of your library to target opponent. Buy one of those cards of opponent's choice. Draw the rest.

**Werz's Tortoise** ART U \*\* ● LU  
During each player's upkeep, Werz's Tortoise untags all creatures attacking you.

**Werz's Whirlwind** ART U \*\* ● AQ  
All attacking creatures get -1/-0.

**Werz's Well of Knowledge** ART R \*\*\* ● WL  
Any player may pay 0 during his draw phase to draw a card. Players may use this ability as many times as they choose.

**Werz's Whimsical Lover** ART J \*\* ● IA  
● Give 1 of your creatures with power 3 or less flying until end of turn 1/1.

**Werz's Wheel of Torture** ART R \*\*\* ● UL  
During each of your opponent's upkeep, Werz's Wheel deals 1 damage to that player for each card fewer than three in his hand.

**Werz's Whirlwind** ART R \*\*\* ● LZ  
● Each player puts the top 2 cards of his library into his graveyard.

**Werz's Whirling Catapult** ART R \*\*\* ● AI  
● Remove the top two cards of your library from the game to have

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Cataclysm: Deal 1 damage to each flying creature and each player.

**White Mana Battery** ART R \*\*\* ● UZ,6th  
● Put a counter on White Mana Battery. ● Add \* to your pool and add 1 additional for each counter you remove.

**Wicked Orb** ART R \*\*\* ● LU,4th,5th  
Each player may only untap one land during his upkeep step.

**Wizened** AC L \*\*\* ● UZ  
Wizened cannot attack or block if an enchantment is play in play.

**Wishes Sphere** ART C \*\*\* ● EX  
Circles into play with four +1/+1 counters. Remove a counter: Add one colorless mana to your mana pool 0/0.

**Wise Phoenix** ART J \* ● UZ  
Circles into play. ● Banding until end of turn 1/5.

**Wisebird** ART R \*\*\* ● UZ  
Wisebird gains flying until end of turn 1/5.

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NAME	KIND	CR	PR	COST	SETS
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# MAGIC

The Gathering

## Players Guide

### NAME KIND CR PR COST SETS

**Cannibalize** SOR C .. . . SH

Chooses two target creatures controlled by any player. Return one of those creatures from the game and put two +1/+1 counters on the other.

**Caravan of Souls** EN R .. . . UD

When a creature comes into play, you lose 1 life and add 10 to your mana pool.

**Carophaga** SC C .. . . EX

During your upkeep, pay 1 life to tap Carophaga, 2/2.

**Carrier** INS R .. . . MG

Sacrifice a creature: Put into play a number of 0/1 Black Mage tokens equal to the sacrificed creature's power.

**Carion Aria** SC U .. . . LG,4th

+1/+1 until end of turn, D/1.

**Carion Beakles** SC C .. . . UZ

Remove from the game up to three cards in one grave-

yard, 1/1.

**Carriettone** SC R .. . . TM

Remove Carrionette and target creature from the game.

That creature's controller may pay to counter this ability. Use it if Carrionite is in your graveyard, 1/1.

**Casting of Bones** EC C .. . . AI

If an enchanted creature is put into the graveyard, draw three cards.

Choose and discards one of those cards.

**Cat Burglar** SC C .. . . EX

+1/+1 Target player discards a card. Pay as a sorcery, 2/2

**Catacomb Dragon** SC R .. . . MG

Rising When Dragon is blocked by a non-artifact, non-Dragon crea-

ture, that creature's power is halved, rounded up, 4/4.

**Cateran Brute** SC C .. . . MM

Search your library for a Mercenary with converted cost

2 or less and put that card into play, 2/2.

**Cateran Enforcer** SC U .. . . MM

Can't be blocked except by artifact and black creatures, 3/3.

Search your library for a Mercenary with converted cost 4 or less

and put that card into play, 4/3.

**Cateran Kidnapper** SC U .. . . MM

Search your library for a Mercenary with converted cost

3 or less and put that card into play, 4/2.

**Cateran Overlord** SC U .. . . MM

Sacrifice a creature: Regenerates Overlord, 3/3. Search your library for a Mercenary with converted cost 6 or less and put that card into play, 7/5.

**Cateran Persuader** SC C .. . . MM

Search your library for a Mercenary with converted cost

1 or less and put that card into play, 2/1.

**Cateran Slaver** SC R .. . . MM

Swallow, 3/3. Search your library for a Mercenary with converted cost 5 or less and put that card into play, 5/5.

**Cateran Summoner** SOR U .. . . MM

Search your library for a Mercenary, reveal that card, and put it into your hand.

**Cemetery Sale** SC C .. . . HL

Protection from black, 0/5.

**Chains of Mephidospiles** EN R .. . . LG

Except for the first card drawn in his draw step, every player

must discard a card before drawing. A player with no cards must discard the card he draws.

**Chime of Night** EC C .. . . UD

When Chime is put into graveyard from exile, destroy target nonblack creature.

**Choking Sands** SOR C .. . . MG

Destory target non-swamp land. If that land is a non-basic land,

Choking Sands deals 2 damage to the land's controller.

**Circling Vultures** SC U .. . . WL

Flying. During upkeep, remove the top creature in your graveyard

from the game or bury Vultures. You may discard Vultures from your hand as an instant, 2/2.

**Clash of Confusion** EC C .. . . IA,5th

If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.

**Cleric Silver** SC C .. . . TM

Each Silver gains: Regenerate this creature, 1/1.

**Cloacina** SOR C .. . . VS,TM,BH

Look at target opponent's hand and discard a card of your choice.

**Coffin Queen** SC R .. . . TM

You may leave Queen tapped, 3/3. Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you loss control of Coffin Queen, 1/1.

**Call of the Medusa** ED C .. . . WL

Enchanted creature gets +1/+1. Sacrifice Cof: Destroy all non-

wall creatures blocking enchanted creature.

**Commander Graves + You** SL R .. . . TM

When Graves comes into play, sacrifice a creature. Cannot be

blocked except by artifact creatures and black creatures, 7/5.

**Conspiracy** EN R .. . . MM

As Conspiracy comes into play, choose a creature type.

Creates you control and creature cards in your graveyard,

hand, and library are of the chosen type.

**Contagion** INS U .. . . AI

You may pay 1 life and remove a black card from hand

the game to pay Contagion's cost. Put two +2/-1 counters on any

numbers of creatures.

**Contamination** EN R .. . . UZ

During your upkeep, sacrifice a creature or sacrifice Contamination.

Whenever a land is tapped for mana, it produces instead of its

normal type and amount.

**Contract from Below** SOR R .. . . L,R

Discard your hand. Draw an additional anti card plus 7 cards.

**Corpse Dance** INS R .. . . TM

Buryface, 3/3. Put the top creature from your graveyard into play. Create

life has this taste and is removed from the game as of turn 0.

**Corrupt** SOR C .. . . UZ

### NAME KIND CR PR COST SETS

**Corrupt deals 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt.**

**Corrupt Official** SOR C .. . . NM

Regenerate. Official. Whenever a official becomes blocked

defender player discards a card at random from his hand, 3/1.

**Corrupting Lieid** SC U .. . . SH

Lieid loses 1 life and becomes a creature enchant-

ment that reads "Enchanted creature cannot be blocked except by

artifact creatures and black creatures." Move Lieid onto target crea-

ture. You may pay to and this affect, 2/2.

**Cosmic Horror** SC R .. . . LG,4th

First strike. Pay curing upkeep or Cosmic Horror

does 7 damage to you and is destroyed, 7/7.

**Crazed Skirge** SC U .. . . UZ

Flying, haste 2/2.

**Crovar the Cursed** SL R .. . . SH

Counts as a Vampire. Comes into play with four +1/+1 counters. Dur-

ing your upkeep, sacrifice a creature and put a +1/+1 counter on Crovar,

or remove a +1/+1 counter from Crovar. Crovar gains

flying until end of turn, 0/0.

**Crypt Cobra** SC U .. . . MG

It is not blocked, defending player gets a poison counter, 3/3.

**Crypt Rats** SC C .. . . VS

Deal 1 damage to each creature and player. Spend any

black mana in this way, 1/1. Sprint Link Sprint Link

Sprint Link Sprint Link.

**Culling the Weak** INS C .. . . EX

Sacrifice a creature: Add to your mana pool.

**Cumber Witches** SC C .. . . AN,CH

Each player does 1 damage to any target; you choose first, 1/3.

**Curse Artifact** EA U .. . . DK

Controller of target artifact must buy it during upkeep or lose 2 life

**Cursed Flesh** EC C .. . . EX

Create gains -1/-1 and can only be blocked by artifact and black

creatures.

**Cursed Land** EL U .. . . LG,4th

Do 1 damage to controller of target land during its upkeep.

**Cyclops' Mummy** SC C .. . . 18,4th

Remove Mummy from game if it goes to graveyard, 2/1.

**Dance of the Dead** EC U .. . . IA

Bring a creature from any graveyard into play on your side

tapped and with +1/+1. Creature does not untap as normal. You

must play.

**Dark Banishing** INS C .. . . IA,MG,TM

Burn target non-black creature.

**Dark Hatchling** SC R .. . . UZ

Flying. When Hatchling comes into play, burn target nonblack crea-

ture, turn 3/3.

**Dark Ritual** INS C .. . . L-18,4th,MZ,IA

Add +1/+1 to your pool.

**Dark Hour** EN R .. . . UZ

All creatures are black.

**Darling Stalker** SC C .. . . TM

Re regenerate Stalker, +1/+1 until end of turn, 1/1.

**Darkness** INS C .. . . LG

Creates attack and block as normal but deal no damage.

**Darkrite** SOR C .. . . LUR

Switch the top card of your library with one of the cards up for ante-

**Dauthi Cuthroat** SC U .. . . EX

Shadow. Dauthi Cuthroat targets creature with shadow, 1/1.

**Dauthi Entrance** EN U .. . . TM

Dauthi Entrance gains shadow until end of turn.

**Dauthi Ghoul** SC U .. . . TM

Shadow. Whenever a creature with shadow is put into your grave-

yard from play, put a +1/+1 counter on Dauthi Ghoul, 1/1.

**Dauthi Horror** SC C .. . . TM

Shadow. Horror cannot be blocked by white creatures, 2/1.

**Dauthi Jackal** SC C .. . . EX

Shadow. Sacrifice. Destroy target blocking creature, 2/1.

**Dauthi Marauder** SC C .. . . TM

Shadow, 3/1.

**Dauthi Mercenary** SC U .. . . TM

Shadow. Mercenary gets +1/+0 until end of turn, 2/1.

**Dauthi Mindripper** SC U .. . . TM

Shadow. Sacrifice: Defending player discards three cards. Use only

when Mindripper is attacking and unblocked, 2/1.

**Disturbed Burial** SOR C .. . . TM

When Disease Carrier is put into a graveyard from play, target

creature gets -2/-2 until end of turn, 2/2.

**Diseased Vermin** SC U .. . . AI

During your upkeep deals 1 damage to one opponent if it has

previously damaged for each counter on it. If Vermin damages a

player in combat, put a counter on it, 1/1.

**Disturbed Grave** SC C .. . . UZ

When Disease Carrier is put into a graveyard from play, target

creature gets -2/-2 until end of turn, 2/2.

**Divert Wraith** SC C .. . . MG

Swampy, +1/+0 until end of turn, 1/3.

**Discordant Dringe** EN R .. . . JZ

During your upkeep you may put a counter on Discordant Dringe,

● Sacrifice: Look at target opponent's hand and discard up to X

of those cards, where X is the number of counters on Dringe.

**Disease Carrier** SC C .. . . UD

When Disease Carrier is put into a graveyard from play, target

creature gets -2/-2 until end of turn, 2/2.

**Diseased Vermin** SC U .. . . AI

During your upkeep deals 1 damage to one opponent if it has

previously damaged for each counter on it. If Vermin damages a

player in combat, put a counter on it, 1/1.

**Disturbed Grave** SC C .. . . UZ

When Disease Carrier is put into a graveyard from play, target

creature gets -2/-2 until end of turn, 2/2.

**Disturbed Grave** SC C .. . . UZ

When Disease Carrier is put into a graveyard from play, target

creature gets -2/-2 until end of turn, 2/2.

**Distracted** SC C .. . . UZ

Look at target player's hand and choose up to two cards from it.

That player discards those cards.

**Fallen, The** SC U .. . . DCKH

During your upkeep, The Fallen does 1 damage to every

opponent it has previously damaged, 2/2.

**Fallen Angel** SC R .. . . L,4th,5th

Sacrifice a creature: Angel gains +1/+1 until end of turn, 3/3.

**Fallen Askari** SC C .. . . VS

Panking Fallen Askari cannot block, 2/2.

**Fatal Blow** INS C .. . . WL,BH

Burn target creature that was damaged this turn.

**Fatal Lore** SOR R .. . . AI

Target opponent chooses: You draw 3 cards or, you choose and

burn up to 2 creatures that opponent controls and he draws up

to 3 cards.

**Fear** EC C .. . . BasicIA

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**Dauthi Slayer** SC C .. . . TM

Shadow. Each turn, Dauthi Slayer attacks if able, 2/2.

**Dauthi Trapper** SC U .. . . SH.

● Target creature gains shadow until end of turn, 1/1.

**Dauthi Warlord** SC U .. . . EX

Shadow. Has power equal to the number of creatures with shadow

in play, 2/1.

**Deathgazer** SC U .. . . MM

Whenever Deathgazer blocks or becomes blocked by a nonblack

creature, destroy that creature at end of combat, 2/2.

**Death Watch** EC C .. . . VS

If creature is put into any graveyard, its controller loses an

amount of the equal to its power and you gain an amount of life

equal to its toughness.

**Death's Due** SOR C .. . . EX

Return two target creatures from your graveyard to your hand.

**Deathstrip** EN U .. . . L,R,4th,5th

Whenever Deathstrip blocks or is blocked by a non-black crea-

ture, destroy that creature at end of combat, 2/2.

**Deathstroke** INS R .. . . IA

At the end of combat, put a counter on any creature blocked by or

blocking Deathstroke and tap it. If the creature has a paralyzation

counter, it does not damage during combat. The creature's controller

may play to remove a counter at any time, 3/4.

**Dregs of Sorrow** SOR R .. . . TM

Destroy X target nonblack creatures. Draw X cards.

**Drift of the Dead** SC R .. . . IA

Counts as 1. Drift of the Dead. Count as 1.

**Drudge Skeletons** SC C .. . . Basic

● Regenerates, 1/1.

**Drudge Spell** EN U .. . . HL

Dry Spell deals 1 damage to each creature and player.

**Dungeon Shade** SC C .. . . SH

Whenever a shade token enters the game, remove it from your

library and add a nonbasic land card from your hand.

**Durress** SOR C .. . . UZ

Look at target opponent's hand and choose a noncreature

card from their hand.

**Endless Scream** EC C .. . . TM

Enchanted creature gets +X+0.

**Entombment** EC C .. . . MG,TL,BH

Enchanted creature gets -2/-2.

**Engineered Plague** EN U .. . . UL

When Engineered Plague comes into play, choose a creature type.

NAME	KIND	CR	PR	COST	SETS
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Only black or artifact creatures may block target creature.  
**Feast of the Unicorn** EC C \*\*\* ● HL, 6th  
 Target creature gets +4/+0.

**Feast or Famine** INS U \*\*\* ● AI  
 Burn target non-black, non-artifact creature or put a Zombie token into play. Trick this token as a 2/2 black creature.

**Feral Shadow** SC C \*\*\* ● MG, 6th  
 Flying, 2/1

**Festering Evil** EN U \*\*\* ● WL  
 During your upkeep, Festering Evil deals 1 damage to each creature and player. ●●●●Sacrifice: Do 3 damage to each creature and player.

**Festering Wound** EC U \*\*\* ● UD  
 At the beginning of your upkeep, you may put a counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Wound deals X damage to that player, where X is the number of counters on it.

**Fetid Horror** SC C \*\*\* ● MG  
 ● +1/+1 until end of turn, 1/2.

**Feverous Convulsions** EN R \*\*\* ● TM  
 ●●●● Put a -1/-1 counter on target creature.

**Feverous Strength** INS C \*\*\* ● AI  
 Enchanted creature gets +2/+0. Cantrip.

**Fleeting Djinn** SC C \*\*\* ● WL  
 Flying. During your upkeep, Djinn deals 1 damage to you, 2/2.

**Flesh Eater** SC U \*\*\* ● UZ  
 Whenever Reaver successfully deals damage to a creature or opponent, Reaver gains an equal amount of damage to you, 4/4.

**Flow of Maggot** SC R \*\*\* ● IA  
 C/U ● May not be blocked by non-well creatures, 2/2.

**Fog of Gnats** SC C \*\*\* ● UL  
 Flying. ●●●● Regenerate Fog of Gnats, 1/1.

**Forbidden Crypt** SUR R \*\*\* ● MG, 6th  
 For each card you would draw, instead choose a card in your graveyard. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.

**Forbidden Ritual** SUR R \*\*\* ● VS  
 Sacrifice a card in play. Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.

**Forced March** SDR R \*\*\* ● MM  
 Destroy all creatures with converted cost 0 or less.

**Forsaken Wastes** EW R \*\*\* ● MG  
 Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.

**Foul Familiar** SC C \*\*\* ● IA  
 May not block. ●● Pay 1 life to return Familiar to your hand, 3/1.

**Foul Imp** SDR C \*\*\* ● SH  
 Flying. When Foul Imp comes into play, loss 2 life, 2/2.

**Frankenstein's Monster** SC R \*\*\* ● DK  
 Remove X creatures from your graveyard from the game when casting Monster. For each creature removed, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1

**Frozen Shade** SC C \*\*\* ● LR, 6th, 5th  
 ● +1/+1 until end of turn, 0/1.

**Fugue** SDR U \*\*\* ● EX  
 Target player chooses and discards three cards.

**Funerall Charm** INS C \*\*\* ● VS  
 Choose one—Target player chooses and discards a card; or target creature gets +2/+1 until end of turn; or target creature gains swampwalk until end of turn.

**Funeral March** EC C \*\*\* ● HL, 5th  
 When target creature leaves play, that creature's controller must sacrifice a creature.

**Gallowbird** SL R \*\*\* ● WL  
 C/U: Pay 1 life. Trample, 5/5.

**Dangerous Zombies** SC C \*\*\* ● IA  
 ●●●● Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps, 2/2.

**Gate to Phryxus** EN U \*\*\* ● AQ  
 Sacrifice a creature. Destroy target artifact. Use only during.

**Gaze of Pain** SC C \*\*\* ● IA  
 For each of your creatures that attacks and is not blocked, you may deal it no damage to defending player if you do so. It instead deals damage equal to its power to any target creature.

**Ghost Hounds** SC U \*\*\* ● HL  
 Does not tap when attacking. Gains first strike if blocking or blocked by white creatures, 1/1.

**Ghosts of the Damned** SC C \*\*\* ● LG  
 ●●●● Target creature gets -1/-0 until end of turn, 0/2.

**Ghoul's Feast** INS U \*\*\* ● MM  
 Target creature gains +X/+0 until and of turn, where X is the number of creature cards in your graveyard.

**Giant Cockroach** SC C \*\*\* ● JL  
 4/2.

**Giant Slug** SC C \*\*\* ● LG, CH  
 ●●●● Gains landwalk ability of your choice on your next turn, 1/1.

**Gloom** EN U \*\*\* ● UL, R, 6th, 5th  
 White spells and enchantment costs now require an extra ●.

**Glyph of Death** INS C \*\*\* ● LG  
 Creatures blocked by tall walls are destroyed after combat.

**Grandmother Singer** SC C \*\*\* ● HL  
 ●●●● Target creature gets -1/-1 until and of turn, 3/3.

**Grave Pact** EN R \*\*\* ● MM  
 Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.

**Grave Robbers** SC R \*\*\* ● DK  
 ●●●● Borrow an artifact in any graveyard from name; Gain 2 life, 1/1.

**Grave Servitude** EC C \*\*\* ● MG  
 You may choose to play Servitude as an instant; if you do, buy it at end of turn. Enchanted creature gets +3/1 and is black.

**Gravebreaker Zombie** SC C \*\*\* ● MG, 6th  
 If Zombie is put into graveyard from play, put it on top of owner's library, 3/2.

**Gravelind** INS R \*\*\* ● IA  
 Target creature may not regenerate this turn. Cantrip.

**Gravedigger** SC C \*\*\* ● TM, 6th  
 When Gravedigger comes into play, you may return target creature card from your graveyard to your hand, 2/2.

**Greater Werewolf** SC C \*\*\* ● HL, 5th  
 After combat, put a -0/-2 counter on all creatures that blocked werewolf, 2/2.

**Breed** EN R \*\*\* ● LG, 6th, 6th  
 ●●●● Pay 2 life; Draw a card.

**Groklub** SC C \*\*\* ● EX  
 For each 1 damage dealt to Groklub, each opponent gains 1 life, 3/3.

**Guardian Beast** SC R \*\*\* ● AN  
 If untargeted prevents the stealing, destruction, or enchantment of

NAME
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your non-creature artifacts, 2/4. Makes a good coat hanger too.

**Harbinger of Night** SC R \*\*\* ● MM

During your upkeep, put a -1/-1 counter on each creature, 2/3.

**Hasran Ogress** INS R \*\*\* ● AN, CH

Pay 1 when Hasran Ogress attacks or loses 2 life, 3/2.

**Hatred** INS HS \*\*\* ● EX

Pay 1 life. Target creature gets +X/+0 until end of turn.

**Haunted Crossroads** EN U \*\*\* ● MM

●●●● Put target creature from any graveyard onto your library.

**Haunting Misery** SOR C \*\*\* ● HL

Remove X creature cards in your graveyard from the game.

**Haunting Wind** EN U \*\*\* ● AQ

Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.

**Headless Horseman** SC C \*\*\* ● LG

2/2.

**Headstone** INS C \*\*\* ● HL

Remove target card in any graveyard from the game. Cantrip.

**Hesatomb** EN R \*\*\* ● IA, 5th, 6th

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attack this turn if able, 1/1.

**Insobordination** ED C \*\*\* ● MM

At the end of the turn of enchanted creature's controller,

Insobordination deals 2 damage to that player unless enchanted creature attacked the turn.

**Intimidation** EN U \*\*\* ● MM

Creatures you control can't be blocked except by artifact creatures and black creatures.

**Irini Songi** SL U \*\*\* ● HL

All white and green enchantments cost an extra ● to cast, 2/2.

**Jovial Evil** SDR R \*\*\* ● LG

Do 2 damage to opponent for each white creature he controls.

**Junin Ertast** SC U \*\*\* ● AN, 4th

Flying, Pay 1 ● during Lykper or Ertast is destroyed, 3/3.

**Juzum Djin** SC R \*\*\* ● AN

Deals 1 damage to you during your upkeep, 5/5. Big mebane.

**Karneva's Hex** SOR U \*\*\* ● MG

Karneva's hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.

**Karneva's Spit** INS R \*\*\* ● VS

Karneva's spit

NAME
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Whenever a card is put into a player's graveyard from play, that player loses 1 life.

**Lich** EN R \*\*\* ● LU

Lose all life. For each point of damage you take, one permanent you control. For every point you gain draw a card. If Lich leaves play, lose.

**Lil-Di's Cobalt** SC C \*\*\* ● IA

Creatures blocking or blocked by Cobalt cannot regenerate.

**Lil-Di's Hex** EN U \*\*\* ● IA

During your upkeep, Hex does 1 damage to all players. Each player may pay 1 ● or 1 ● to prevent the damage to himself.

**Lil-Di's High Guard** SC C \*\*\* ● LU

First strike, 1 ●. Regenerates, 2/1.

**Living Death** SOR C \*\*\* ● TM

Set aside all creature cards in all graveyards. Then, put each creature card set aside into play.

**Looming Shade** SC C \*\*\* ● UZ

●●●● Shade gets +1/+1 until and of turn, 1/1.

**Lord of the Pit** SC R \*\*\* ● LU

Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord 7 damage to you, 7/7.

**Lost Soul** SC C \*\*\* ● LU

Swampwalk, 2/1

**Lurking Evil** EN R \*\*\* ● UZ

Pay half your life. Evil becomes a 4/4 creature with flying that counts as a Hornet.

**Lurking Jackals** EN U \*\*\* ● UD

When one of your opponents has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 ground creature.

**Lurking Skirpe** EL R \*\*\* ● UL

When a creature is put into one of your opponents' graveyards, Skirpe becomes a 3/2 creature with flying that counts as an Imp.

**Maddening Imp** SC R \*\*\* ● TM

Flying. ●● Non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during opponent's turn and only before combat, 1/1.

**Maggot Therapy** SOR C \*\*\* ● MM

You may play Therapy any time you may play an instant. Enchanted creature gets +2/+2.

**Mana Lurch** SC U \*\*\* ● UZ

You may choose not to untap Leech. ●● Tap target land. As long as Leech remains tapped, that land does not untap during its controller's main step, 1/1.

**Marsh Gas** INS C \*\*\* ● DK, 4th

All creatures get -2/+0 until end of turn.

**Marsh Lurker** SC C \*\*\* ● TM

Sacrifice a swamp. Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures, 3/2.

**Megrim** EN U \*\*\* ● SH

Whenever any opponent discards a card, Megrim deals 2 damage to him.

**Midnight Ritual** SOR R \*\*\* ● MM

Remove X target creatures in your graveyard from the game. For each card removed, put a black 2/2 zombie token into play.

**Mind Gagots** SC R \*\*\* ● EX

When Maggots comes into play, sacrifice any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggots, 2/2.

**Mind Peel** SOR U \*\*\* ● SH

Buyback, ●●●● Target player chooses and discards a card from his hand.

**Mind Ravel** SOR C \*\*\* ● IA, 5th

Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.

**Mind Twists** SOR R \*\*\* ● MM

Opponent must randomly discard X cards from his hand.

**Mini Warp** SOR U \*\*\* ● IA, 5th, 6th

Look at a player's hand and discard X cards of your choice.

**Mini Whip** EC R \*\*\* ● IA, 5th

During target creature's controller's upkeep, Whip does 2 damage to that player and taps the creature if it does not pay ●.

**Mindstab Thrull** SC C \*\*\* ● FE, 5th

If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards, 2/2.

**Mindwarp** SC R \*\*\* ● SH

Enters play with three +1/+1 counters, ●●●. Remove a +1/+1 counter: Target player chooses and discards a card. Play this ability as a sorcery, 0/0.

**Mindship Silver** SC U \*\*\* ● TM

Each Silver gains +1 ●. Sacrifice this creature: Target player discards a -3/+2 until end of turn, 4/4.

**Minion of Lethscar** SC R \*\*\* ● IA

Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps ●●●. Destroy target creature or land, 5/5.

**Minion of Tewash Scat** SC R \*\*\* ● IA

Pay ●●● during upkeep or take 2 damage. ●●● Target creature gets +3/-2 until end of turn, 4/4.

**Minion of the Wastel** SC R \*\*\* ● TM

Trample. When Minion comes into play, pay any amount of life. Minion has power and toughness each equal to that amount. \*/\*

**Mire Shad** SC U \*\*\* ● SH

●●●● Sacrifice a swamp. Put a +1/+1 counter on shade 1/1.

**Misinformation** INS U \*\*\* ● SH

Put 3 cards from an opponent's graveyard on top of his library in any order.

**Misshapen Fiend** SC C \*\*\* ● MM

Flying, 1/1.

**Mold Demon** SC R \*\*\* ● LG

Sacrifices two swamps when Mold Demon comes into play or buys land, 6/6.

**Mole Worms** SC U \*\*\* ● IA, 5th

●●●● Tap a land. As long as Worms remains tapped that land does not untap as normal. You may choose not to untap Worms, 1/1.

**Molting Harry** SC U \*\*\* ● MM

Flying. Sacrifice Harry unless you pay ●●● curing upkeep, 2/2.

**Moon Field** SC C \*\*\* ● IA

Swampwalk, 3/3.

**Mongoose Thrill** SC C \*\*\* ● SH

Sacrifice. Put the top 3 cards of your library into your graveyard, 2/2.

**Morfinion** SC R \*\*\* ● WL

Flying, 1 life, 5/4.

**Mortuary** EN R \*\*\* ● SH

Whenever any creature is put into your graveyard from play, put that creature on top of your library.

**Mork Dwellers** SC C \*\*\* ● DK, 4th, 5th

If Mork Dwellers attack and is not blocked, it gains +2/+0, 2/2.

## STUMPERS



attack this turn if able, 1/1.

**Insobordination** ED C \*\*\* ● MM

At the end of the turn of enchanted creature's controller,

Insobordination deals 2 damage to that player unless enchanted creature attacked the turn.

**Intimidation** EN U \*\*\* ● MM

Creatures you control can't be blocked except by artifact creatures and black creatures.

**Irini Songi** SL U \*\*\* ● HL

All white and green enchantments cost an extra ● to cast, 2/2.

**Jovial Evil** SDR R \*\*\* ● LG

Do 2 damage to each white creature he controls.

**Junin Ertast** SC U \*\*\* ● AN, 4th

When Junin comes into play, sacrifice a horned 4/4, 2/2.

**Kazuum Djin** SC R \*\*\* ● AN

Gets 10 life. Regenerates, 2/2. Lykper or Ertast is destroyed, 3/3.

**Kevzzerdrift** SC R \*\*\* ● TM

Remove X target creatures from your graveyard for the game.

**Kevzzerdrift** SC R \*\*\* ● TM

Play this ability if Kevzzerdrift is attacking, blocking, or tapping.

**Khalid Ghoul** SC C \*\*\* ● HL

When Horner comes into play, discard a creature or bury Horner, 4/4.

**Highway Robber** SC C \*\*\* ● MM

When Robber comes into play, you gain 2 life and target creature gets +2/+1 until end of turn for each creature that was destroyed that turn, 1/1.

**Khalid Ghoul** SC C \*\*\* ● AN

Gets 1/+1 counter at end of turn for each creature that was destroyed that turn, 1/1.

**Kjeldoran Dead** SC C \*\*\* ● IA, 5th, 6th

You must sacrifice a creature when Dead comes into play. ●●●●

**Kjeldoran Horror** SC C \*\*\* ● AI

Regenerates, 3/3.

**Kjeldoran Horror** SC C \*\*\* ● AI

At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Kjeldoran Horror into your hand.

**Kjeldoran Horror** SC C \*\*\* ● AI

●●●● Sacrifice a creature: Horror does one damage to target creature.

**Kjeldoran Horror** SC C \*\*\* ● AI

●●●● Target creature gains +1/+1 until end of turn, 1/1.

**Kravik Plague** EC U \*\*\* ● AI

Play on a non-wall creature you control. ●●●● Tap enchanted creature to attack, blocking, or tapping.

**Kravik Plague** EC U \*\*\* ● AI

●●●● Kravik Plague deals 1 damage to target creature or player.

**Kravik Vampire** SC U \*\*\* ● IA

If a creature dies during a turn in which Kravik Vampire damaged it, it is put into play under your control. Buy the creature if Kravik Vampire leaves play or your control, 3/3.

**Kravik Vampire** SC U \*\*\* ● IA

●●●● Kravik Vampire loses 1 life and is black.

**Kravik Vampire** SC U \*\*\* ● IA

●●●● Kravik Vampire gains 1 life and is black.

**Kravik Vampire** SC U \*\*\* ● IA

# MAGIC

The Gathering

## Players Guide

### NAME KIND CR PR COST SETS

NAME	KIND	CR	PR	COST	SETS
<b>Nameless Race</b>	SC R	**	**	DK	
Trample. Pay * life when casting Nameless Race where * is at most the total number of white cards all your opponents have in play and in their graveyards.					
<b>Nausea</b>	SC R	**	**	EX	
All creatures get 1/1 until end of turn.					
<b>Necrotic</b>	SC C	**	**	WL	
Remove the top card creature in your graveyard from the game -2/+2 until end of turn 1/2.					
<b>Necrite</b>	SC C	**	**	FE,5th	
If Necrite attacks and isn't blocked you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player, 2/2.					
<b>Necrologia</b>	INS U	***	**	EX	
Play only during your discard phase. Pay X life. Draw X cards.					
<b>Necromancy</b>	EN U	**	**	VS	
You may play Necromancy as an instant; if you do, bury it at end of turn. Choose a creature in your graveyard. When Necromancy comes into play that creature plays as though just played and Necromancy becomes an enchantment that targets the creature. Necromancy leaves play, bury the creature.					
<b>Necropotence</b>	EN R	****	**	LA,5th	
Skip your next step. Pay 1 life. Set aside the top card of your library. Add it to your hand at the start of your next discard phase.					
<b>Necrosavant</b>	SC R	**	**	WS,6th	
** Sacrifice a creature. Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard, 5/5.					
<b>Nekatatak</b>	SC U	****	**	VS	
First strike. When Nekatatak comes into play, bury target nonartifact, nonblack creature, 2/1.					
<b>Nether Shadow</b>	SC R	**	**	LUR,4th,5th	
Hide 3 creatures are above Shadow in graveyard it can return to play during controller's upkeep, 1/1.					
<b>Nether Spirit</b>	SC R	**	**	MM	
At the beginning of your upkeep, if Spirit is the only creature in your graveyard, you return it to your hand, 2/2.					
<b>Nether Void</b>	EV R	***	**	LG	
All spells are countered unless their controller spends an extra.					
<b>Netting Imp</b>	SC U	**	**	LUR	
** Target non-wall creature must attack or DIE!! at end of turn, 1/1.					
<b>Nightmare</b>	SC R	**	**	Basic	
Flying. * number of damage controller has in play, *.					
<b>Nightsabers Star</b>	SC U	**	**	UD	
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way, 1/1.					
<b>No Mercy</b>	EN R	***	**	UL	
Whenever a creature successfully deals damage to you, destroy it.					
<b>No Rest for the Wicked</b>	EN U	**	**	UL	
Sacrifice No Rest. Return to your hand all creature cards put into your graveyard from play this turn.					
<b>Nocturnal Raid</b>	INS U	***	**	MG	
All black creatures get +2/+0 until end of turn.					
<b>Norrit</b>	SC C	**	**	1A	
Untap a blue creature. Opponent's target, non-wall creature must attack or be destroyed at end of turn, 1/1.					
<b>Notorious Assassin</b>	SC R	**	**	MM	
** Discard a card. Buy target nonblack creature, 2/2.					
<b>Path of Shouts</b>	EN R	***	**	EX	
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard the player may return a creature card from his graveyard to his hand.					
<b>Death in Limbo</b>	EN R	***	**	IA	
For each point of damage you take or life you lose sacrifice one of your permanents or discard a card. ** Draw a card.					
<b>Odylic Wrath</b>	SC U	**	**	WL	
Swampwalk. If Wrath damages any player, that player discards a card, 2/2.					
<b>Oppression</b>	EN R	***	**	UZ	
Whenever a player successfully casts a spell, that player discards a card.					
<b>Order of the Eben Hand</b>	SC C	***	**	FE	
Protection from white. +1/+0. First strike, 2/1.					
<b>Order of Wagymoth</b>	SC U	**	**	UZ	
Cannot be blocked except by black or artifact creatures. Whenever Order deals damage to a player, that player discards a card, 2/2.					
<b>Osstracize</b>	SC R	**	**	UL	
Look at target opponent's hand and choose a creature card there. That player discards that card.					
<b>Oubliette</b>	EN C	***	**	AN	
Places target creature out of play. If Oubliette leaves play, creature returns tapped.					
<b>Painful Memories</b>	SDR C	**	**	MG	
Look at opponent's hand and put one card on top of his library.					
<b>Paralyze</b>	EC C	**	**	LUR,4th,5th	
Tap target creature. Target creature doesn't untap as normal. Its controller may spend * to untap the creature during upkeep.					
<b>Parasite Bond</b>	ED U	**	**	TD,6th	
During upkeep of enchanted creature's controller Bond deals 2 damage to that player.					
<b>Perish</b>	SDR U	***	**	TM,6th	
Bury all green creatures.					
<b>Persecute</b>	SDR R	***	**	UZ	
Choose a color. Look at target player's hand and discard all cards of the chosen color.					
<b>Pestilence</b>	EN U	***	**	UZ	
At the end of each turn, if no creatures are in play, sacrifice Pestilence. ** Deal 1 damage to each creature and player.					
<b>Pestilence Rats</b>	SC C	**	**	IA	
** equals the number of other Rats in play, *.					
<b>Phantasmal Fiend</b>	SC C	***	**	AI	
+1/-1 until end of turn. ** Switch Fiend's power and					

### NAME KIND CR PR COST SETS

<b>Toughness</b>	U	**	**	AI	
If creature is black it gets +2/+1 otherwise it gets 1/2.					
<b>Pyxian Bonn</b>	EC C	**	**	UL	
Sacrifice a creature. Put a +1/+1 counter on Bonn.					
<b>Pyxian Broodlings</b>	SC C	***	**	UL	
Sacrifice a creature. Target creature gets +2/-2 until end of turn, 2/2.					
<b>Pyxian Debaser</b>	SC C	**	**	UL	
Flying. * Sacrifice Target creature gets -2/+2 until end of turn, 2/2.					
<b>Pyxian Dealer</b>	SC D	***	**	UL	
Sacrifice target creature gets -3/+3 until end of turn, 3/3.					
<b>Pyxian Denouncer</b>	SC C	**	**	U	
Sacrifice target creature gets -1/+1 until end of turn, 1/1.					
<b>Pyxian Ghoul</b>	SC C	**	**	UZ	
Sacrifice a creature. Ghoul gets +2/+2 until end of turn, 2/2.					
<b>Pyxian Grondlings</b>	SC C	**	**	AQ	
Sacrifice a target artifact. As long as Grondlings are tapped, that artifact does not untap as normal. You may leave Grondlings tapped 1/1.					
<b>Pyxian Monitor</b>	SC C	***	**	UD	
Regenerates 2/2.					
<b>Pyxian Negator</b>	SC R	**	**	UD	
Trample. Whenever Pyxian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it, 5/5.					
<b>Pyxian Piaguelord</b>	SC R	***	**	UL	
Sacrifice Target creature gets -4/+4 until end of turn. Sacrifice a creature. Target creature gets -1/+1 until end of turn, 4/4.					
<b>Pyxian Recalculation</b>	EN C	**	**	UL	
* Pay 2 life. Return target creature card from your graveyard to your hand.					
<b>Pyxian Tributus</b>	SDR R	**	**	MG	
Sacrifices two creatures. Destroy target artifact.					
<b>Pillar Tomb of Aku</b>	EW R	**	**	UL	
During each player's upkeep that player sacrifices a creature, or that player loses 5 life and buy Pillar Tombs of Aku.					
<b>Pit Imp</b>	SC C	**	**	TM	
Flying. * Pit Imp gets +1/+0 until end of turn. You cannot spend more than * in this way each turn, 0/1.					
<b>Pit Scorpion</b>	SC C	**	**	LG,4th	
If Scorpion damage is opponent, he gets 1 poison counter, 1/1.					
<b>Pit Spawn</b>	SC R	**	**	EX	
First strike. During your upkeep, pay * or sacrifice Spawn if Spawn damages any creature, remove that creature from the game 6/4.					
<b>Plague Beetle</b>	SC C	**	**	UL	
Swampwalk, 1/1.					
<b>Plague Dogs</b>	SC U	**	**	UD	
When Plague Dogs is put into a graveyard from play, all creatures get -1/+1 until end of turn. * Sacrifice. Draw a card.					
<b>Plague Rats</b>	SC C	**	**	LUR,4th	
Power and toughness equal number of Plague Rats in play, *.					
<b>Plaguebearer</b>	SC R	**	**	EA	
* Destroy target nonblack creature with casting cost equal to X to 1/1.					
<b>Plague Void</b>	EN U	**	**	UZ	
Whenever a card is put into a graveyard, remove it from the game.					
<b>Pox</b>	SDR R	***	**	LA,5th	
Each player sacrifices 1/3 of their life, then they must discard 1/3 of their creatures. Finally they must sacrifice 1/3 of their lands. Round each loss up.					
<b>Prentender's Claim</b>	EC U	**	**	MM	
Whenever enchanted creature becomes blocked, tap all lands defending controls.					
<b>Priest of Six</b>	SC U	**	**	UZ	
When Priest is successfully cast, add * to your pool, 2/1.					
<b>Priest of Yawgmoth</b>	SC C	**	**	AG	
Sacrifice an artifact. Add * equal to its cost to your pool, 1/2.					
<b>Primal Shambler</b>	SC U	**	**	MM	
Shambler gains +1/+1 until end of turn, 3/3.					
<b>Purify of Urborg</b>	SL R	**	**	MG	
Rust strike when attacking. Put a +1/+1 counter on Purify. Use only when a black spell is cast and only once for each spell 2/3.					
<b>Prefraction</b>	EN U	**	**	MM	
Whenever a player plays a white spell or green spell, that player discards a card from hand.					
<b>Python</b>	SC C	**	**	VG,6th	
3/2. They repinfect this place of crap? Why?					
<b>Quagmire</b>	EN U	**	**	LG	
Creatures with swampwalk may be blocked as normal.					
<b>Quagmire Lamprey</b>	SC U	**	**	MM	
Whenever lamprey becomes blocked, put a -1/+1 counter on the blocking creature, 1/1.					
<b>Rabbit Rats</b>	SC C	**	**	SH	
Target blocking creature gets -1/+1 until end of turn, 1/1.					
<b>Rank Man</b>	SC R	**	**	OK,M5,G5	
Examine opponent's hand. Opponent must randomly discard a creature. If none are in hand, 2/1.					
<b>Rank of Fifth</b>	INS U	**	**	UZ	
Land and you control gain. Sacrifice. Add * to your pool until end of turn.					
<b>Rain of Tears</b>	SDR U	***	**	TM,MM	
Destroy target land.					
<b>Raise Dead</b>	SDR C	**	**	Basic	
Bring a creature from your graveyard into your hand.					
<b>Rampart Craver</b>	SC D	**	**	MM	
Can't be blocked by walls, 1/1.					
<b>Rank and File</b>	SC U	**	**	UL	
When Rank comes into play, all green creatures get -1/+1 until end of turn 3/3.					
<b>Rapid Decay</b>	INS R	**	**	UD	
Cycling. Remove from the game up to three target cards in a single graveyard.					
<b>Ratio of Rats</b>	SC C	**	**	TM	
Destroys target artifact, creature, or land you control, 2/1.					
<b>Rawfus Rats</b>	SC C	**	**	UD	
When Rawfus Rats comes into play, target opponent chooses and discards a card from his hand.					
<b>Ravenous Skirge</b>	SC C	**	**	UZ	
Flying. When Skirge attacks, it gets +2/+0 until end of turn 1/1.					
<b>Ravenous Vampire</b>	SC U	***	**	UL,4th	
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1, 4/4.					
<b>Reaper's Warning</b>	SC C	**	**	SH	
When Reaper's Warning comes into play, lose 3 life, 3/3.					
<b>Servant of Vorath</b>	SC C	**	**	TM	
If Servant of Vorath leaves play, sacrifice a creature, 3/3.					
<b>Several Seals</b>	SDR C	***	**	MM	
Bury target nonblack creature. You gain life equal to its toughness.					
<b>Sewers of Esterak</b>	INS R	**	**	TD	
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.					

### NAME KIND CR PR COST SETS

<b>Reckless Spike</b>	INS U	**	**	AI	
Cast by a nonblack creature. Lose 5 life.					
<b>Reclusive Wight</b>	SC U	**	**	UZ	
During your upkeep, if you control any other nonland permanents, sacrifice Wight, 4/4.					
<b>Recurring Nightmare</b>	EN R	***	**	EX	
Sacrifice a creature. Return Nightmare to owner's hand. Put target creature from your graveyard into play. Play as a sorcery.					
<b>Reign of Terror</b>	SDR R	***	**	MG	
Bury all white or green creatures. Lose 2 life for each creature.					
<b>Represence</b>	SDR R	***	**	UL	
Sacrifice any number of artifacts, creatures and/or lands and draw a card for each one sacrificed this way.					
<b>Restless Dead</b>	SC C	**	**	MG	
Regenerate Restless Dead, 1/1.					
<b>Revenant</b>	SC R	**	**	SH	
Flying. Revenant has power and toughness equal to the number of creature cards in your graveyard.					
<b>Rewards</b>	SDR C	**	**	TD	
Pay 1 life. +1/+0 until end of turn. You cannot spend more than * in this way each turn, 1/1.					
<b>Shadow Building</b>	SC C	**	**	MG	
Put target creature on top of owner's library. +1/+1.					
<b>Shadow Rider</b>	SC C	***	**	WL	
Flanking 3/3.					
<b>Shadow Grave</b>	INS R	***	**	MG	
Put top creature from your graveyard into play. Creature has haste and is removed from game at end of turn.					
<b>Shattered Crypt</b>	SOR C	**	**	WL	
Return X creatures from your graveyard to your hand and lose life.					
<b>Shauki, Endbringer</b>	SL R	**	**	MG	
Flying. Shauki cannot attack if there is another creature in your graveyard.					
During your upkeep, lose 3 life. * Remove target creature from the game and put a +1/+1 counter on Shauki 5/5.					
<b>Shimian Night Stalker</b>	SC U	***	**	LG,CH	
* Reduces damage done to you by an attacking creature to Stake 4/4.					
<b>Sick and Tired</b>	INS C	**	**	UL	
Two target creatures each get +1/+1 until end of turn.					
<b>Sicken</b>	SC C	**	**	UZ	
Enchanted creature gets -1/+1. Flying.					
<b>Silent Assassin</b>	SC R	**	**	MM	
Destroys target tapped creature at end of combat.					
<b>Simularorum</b>	INS U	***	**	UL,4th	
Reduces all damage done to you this turn to one of your creatures.					
<b>Sinches</b>	SC C	**	**	UL	
Destroy target land.					
<b>Skeleton Scavengers</b>	SC R	***	**	SH	
Scavenges into comes into play with one +1/+1 counter on it. Pay * for each +1/+1 counter on Scavengers. Regenerate Scavengers and put a +1/+1 counter on it, 0/0.					
<b>Skirge Familiar</b>	SC U	**	**	UZ	
Flying. Choose and discard a card: Add * to your pool.					
<b>Skittering Horror</b>	SC C	**	**	UD	
When you play a creature spell, sacrifice Skittering Horror, 4/3.					
<b>Skittering Skirge</b>	SC C	**	**	UZ	
Flying. When you successfully cast a creature spell, sacrifice Skirge, 3/2.					
<b>Skulking Fugitive</b>	SC C	**	**	MM	
When Fugitive becomes the target of a spell or ability, sacrifice Fugitive, 3/4.					
<b>Skulking Ghost</b>	SC C	**	**	MG	
Flying. Ghost is the target of a spell or effect, buy Ghost, 2/1.					
<b>Skyscreed Vampire</b>	SC U	***	**	MM	
Flying. Discard a creature card. Vampire gets +2/+2 until end of turn, 3/3.					
<b>Soldier Admata</b>	SC C	**	**	AI	
Controller deals 2 damage to its controller 3/3.					
<b>Sleeper's Guile</b>	EC C	**	**	UL	
Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to owner's hand.					
<b>Slinking Skirge</b>	SC C	**	**	UD	
Flying. * Sacrifice: Draw a card, 2/1.					
<b>Sniff Out</b>	INS C	**	**	MM	
If you control a swamp, you may pay 4 life instead of paying Sniff Out's mana cost. Bury target nonblack creature.					
<b>Soldier Admata</b>	SC C	**	**	AI	
Sacrifice a black or artifact creature. Add an amount of * equal to that creature's casting cost to your mana pool 1/2.					
<b>Songs of the Damned</b>	SC C	**	**	IA	
Add * to your mana pool for every creature in your graveyard.					
<b>Sorceress Queen</b>	SC R	**	**	MG,6th	
* Target creature becomes 0/2 until end of turn, 1/1.					
<b>Soul Burn</b>	SDR C	**	**	IA	
Do one damage to any target for each * or spent above the casting cost. Gain one life for each * spent in this way.					</

NAME	KIND	CR	PR	COST	SETS
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**Soul Feast** SOR U \*\*\* 000 UD  
Target player loses 4 life and gain 4 life.  
**Soul Kiss** ED C \*\*\* 000 UL  
Pay one life to give enchanted creature +2/+2 until end of turn. You spend more than 000 each turn.  
**Soul Rend** INS U \*\*\* 000 MG  
Bury target white creature. Centrif.

**Soulshriek** INS C \*\*\* 000 TM  
Pay 3 life. Put a +1/+1 counter on Soulshriek. 2/2.

**Soulshriek** INS C \*\*\* 000 MG  
Target creature you control gets +2/+0 until end of turn, where X is the number of creature in your graveyard. Bury creature at end of turn.

**Specter's Wall** SOR C \*\*\* 000 MM  
Target player discards a card at random from his hand.

**Spike Cannibal** SC U \*\*\* 000 EX  
Comes into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal. 0/0.

**Spiral Draft** EC C \*\*\* 000 TM  
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, bury it.

**Spined Fluke** SC U \*\*\* 000 UZ  
When Flukes comes into play, sacrifice a creature. 0: Regenerate 5/1.

**Spinning Darkness** INS C \*\*\* 000 WL  
You may remove the top 3 black cards in your graveyard from the game instead of paying casting cost. Do 3 damage to target nonblack creature. Gain 3 life.

**Spirit of the Night** SL R \*\*\* 000 MG  
Flying, trample, protection from black, haste. First strike when attacking. 5/5.

**Spirit Shockie** EC U \*\*\* 000 LG,6th  
Put a -0/-2 counter on target creature every time it becomes tapped.

**Spells of Evil** INS R \*\*\* 000 AI  
Add 0 to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

**Spoils of War** SOR R \*\*\* 000 IA  
Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in opponent's graveyard.

**Squirming Mass** SC U \*\*\* 000 UD  
Can't be blocked except by artifact and black creatures. 1/1.

**Stench of Decay** INS C \*\*\* 000 AI  
All non-artifact creatures get -1/+1 until end of turn.

**Stench of Evil** SOR U \*\*\* 000 IA  
Destroy all planes. Each player takes one damage for each planes he loses, but may pay 0 for each point he wishes to prevent.

**Stone-Throwing Devils** SC C \*\*\* 000 AN  
First strike. 1/1.

**Strands of Night** EN U \*\* 000 WL,6th  
0: Pay 2 life. Sacrifice a swamp: Put target creature card from your graveyard into play.

**Stronggaid Cabal** SC R \*\*\* 000 LG,6th,Bth  
0: Pay 1 life. Counter target cost if it is white. 2/2.

**Stronghold Spy** SC U \*\*\* 000 AI  
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/2.

**Stronghold Assassin** SC R \*\*\* 000 SH  
0: Sacrifice a creature. Destroy target nonblack creature. 2/1.

**Stronghold Taskmaster** SC R \*\*\* 000 SH  
All other black creatures get -1/+1. 4/3.

**Strongarm Thug** SC U \*\*\* 000 MM  
When Thug comes into play, you may return a Mercenary card from your graveyard to your hand. 1/1.

**Stupor** SOR U \*\*\* 000 MG,6th  
Opponent discards a card at random then chooses and discards a card.

**Subversion** EN R \*\* 000 WL  
During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.

**Syndic Assassin** SC U \*\*\* 000 VS  
Assassin cannot be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.

**Swamp Mosquito** SC C \*\*\* 000 AI  
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.

**Swat** INS C \*\*\* 000 UL  
Destroy target creature with power 2 or less. Cycling 0.

**Syphon Soul** SOR C \*\*\* 000 LG,6th  
Do 2 damage to all players except caster. Gain life equal to total damage dealt.

**Tainted Ether** EN R \*\* 000 IA  
Whenever a creature comes into play, its controller sacrifices a creature or land.

**Tainted Specter** SC R \*\*\* 000 MG  
Flying. 0: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.

**Takkimangat** EC U \*\* 000 LG,CH  
Give target a -0/+1 counter during controller's upkeep. If creature dies, controller creates a new target. If no target, Takkimangat becomes an enchantment and does 1 damage during upkeep to its last controller.

**Tar Pit Wizard** SC C \*\*\* 000 VS  
If Wizard is the target of a spell or effect, bury Wizard. 5/5.

**Tendrils of Despair** SOR C \*\*\* 000 WL  
Sacrifice a creature: Target opponent discards two cards.

**Terror** INS C \*\*\* 000 Basic  
Bury target creature. Centrif target black or artifact creatures.

**Tethered Skirge** SC U \*\*\* 000 UL  
Flying. Whenever Skirge becomes the target of a spell or ability, lose 1 life. 2/2.

**Thrashing Wumpus** SC R \*\*\* 000 MM  
0: Wumpus deals 1 damage to each creature and player. 3/3.

**Thrull Champion** SC R \*\*\* 000 FE  
All Thrulls get +1/+1. 0: Take control of target Thrull. When Champion leaves your control or play, you use control of it. 2/2.

**Thrull Retainer** EC U \*\*\* 000 FE,5th  
Enchanted creature gains +1/+1. Sacrifice: Regenerate enchanted creature.

**Thrull Surgeon** SC C \*\*\* 000 EX  
0: Sacrifice: Look at target player's hand and choose and die card one of those cards. Play as a sorcery. 1/1.

**Thrull Wizard** SC U \*\*\* 000 FE  
0: Counter black spell unless caster pays an additional 0 or 0: 1/1.

**Timmerian Fiends** SC R \* 000 HL  
0: Sacrifice: Bury target opponent's artifact and put it in

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**Throne of the Necromancer** SC R \*\*\* 000 SH  
Your graveyard. Put Tokens into its graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.

**Tombsbane Stairwell** EW R \*\*\* 000 MG  
Cumulative Upkeep. 0: During each player's upkeep, he puts into play a token for each creature in his graveyard. Tokens are 2/2 black zombies with haste. Bury tokens at the end of turn.

**Torment** EC C \*\*\* 000 SH  
Enchanted creature gets 3/0.

**Torture** EC C \*\*\* 000 HL,5th  
Enchanted creature gets 0/0.

**Tortured Existence** EN C \*\*\* 000 SH  
0: Choose and discard a creature card: Return target creature card from your graveyard to your hand.

**Touch of Oakiness** SC U \*\*\* 000 LG  
Change the color of one or more creatures to black until end of turn.

**Touch of Death** SOR C \*\*\* 000 LG,5th  
Do 1 damage to any player and gain 1 life. Centrif.

**Tourach's Chant** EN C \*\*\* 000 FE  
Whenever a player puts a forest into play: Tourach's Chant's damage to him if he does not place a +1/+1 counter on a creature he controls.

**Tourach's Gate** EL R \*\*\* 000 VS  
Sacrifice a Thrull: Put three counters on target land. Remove a counter during upkeep, buring Gates when there is no counter. 0: Tap enchanted land: All your attacking creatures gain +2/+2 until end of turn.

**Transmutation** INS C \*\*\* 000 LG,CH  
Target creature's power and toughness are switched until end of turn.

**Treacherous Link** SC C \*\*\* 000 UL  
Redirects to its controller all damage dealt to enchanted creature.

**Twisted Experiment** EC C \*\*\* 000 UD  
Enchanted creature gets +3/-1.

**Uncle Istan** SC U \*\*\* 000 DK,4th  
All damage done to Uncle Istan by creatures is reduced to zero. 1/3.

**Undertaker** SC C \*\*\* 000 MM  
0: Discard a card: Return target creature card from your

NAME	KIND	CR	PR	COST	SETS
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**Unrest** SC R \*\*\* 000 SH  
Control All other creatures you control get -1/-1. Centrif.

**Vendetta of Senglir** SL R \*\*\* 000 HL  
0: Vendetta gets Forestwalk and -3/-3. 5/5.

**Vendetta** INS C \*\*\* 000 MM  
Bury target nonblack creature. Sacrifice it to its toughness.

**Victimize** SOR U \*\*\* 000 UZ  
Chooses two target creature cards in your graveyard. Sacrifice a creature and put the two chosen creatures into play tapped.

**Vile Requiem** EN U \*\*\* 000 UZ  
During your upkeep, you may put a counter on Feyruum. 0: Sacrifice: Burry up to X target nonblack creatures, where X is the number of counters on your top of library. Play this ability as a sorcery.

**Vorlath's Dungeon** EN R \*\*\* 000 EX  
Any player may pay 5 life during his turn to destroy Vorlath's Dungeon. Choose and discard a card: Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.

**Wake of Vultures** SC C \*\*\* 000 VS  
Flying. 0: Sacrifice a creature. Regenerate Vultures. 3/1.

**Walking Dead** SC C \*\*\* 000 LG  
0: Regenerate Walking Dead. 1/1.

**Wall of Bone** SC U \*\*\* 000 LG,LG,4th,5th  
0: Regenerate Wall of Bone. 1/4.

**Wall of Corpses** SC C \*\*\* 000 MG  
0: Sacrifices Wall: Destroy target creature blocked by Wall: 0/2.

**Wall of Distortion** SC C \*\*\* 000 MM  
0: Target player discards a card. Play as a sorcery. 1/3.

**Wall of Putrid Flesh** SC U \*\*\* 000 WL  
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0/2/4.

**Wall of Shadows** SC C \*\*\* 000 LG,CH  
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only

NAME	KIND	CR	PR	COST	SETS
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**Wavymath's Will** SOR R \*\*\* 000 UZ  
Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game.

**Zombie Master** SC R \*\*\* 000 Basic  
All zombies in play gain swampwick and -3/-3. 2/3.

**Zombie Mob** SC U \*\*\* 000 MG  
Come into play with one +1/+1 counter for each creature in your graveyard. Remove all of those cards from the game. 2/0.

**Zombie Scavengers** SC C \*\*\* 000 WL  
Remove the top card in your graveyard from the game. Regenerate. 3/1.

## BLUE

**Abduction** EC U \*\*\* 000 WL,6th  
Untap enchanted creature and gain control of it. If creature is put into your graveyard, put that creature into play under owner's control.

**Ajave** INS C \*\*\* WL  
Sacrifice a blue permanent: Counter target spell.

**Academy Researchers** SC U \*\*\* 000 UZ  
When Researchers comes into play, you may choose an enchanted creature card in your hand and put it on Researchers. 2/2.

**Acid Rain** SC R \*\*\* 000 LG  
Destroy all forests in play.

**Aerial Caravan** SC R \*\*\* 000 MM  
Flying. 0: Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand. 4/3.

**Alley Sterns** EN U \*\* 000 WL,5th  
No summon spells may cast. Anyone may pay 4 life to bury Stern.

**Alley Tide** SC C \*\*\* 000 EX  
Discard X creature cards: Return X target creatures to owner's hand.

**All Elemental** SC U \*\*\* 000 Basic  
Flying. 4/4.

**Anemone** SOR R \*\*\* 000 OK  
Look at target player's hand. Target discards all nonland cards.

**Ancestral Knowledge** EN R \*\*\* 000 WL  
0: Look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.

**Ancestral Memories** SOR R \*\* 000 MG,Bth  
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

**Ancestral Ritual** INS R \*\*\*\* 000 LU  
Target player draws three cards.

**Animate Artifact** EA U \*\* 000 LUR,4th  
Target non-creature artifact also becomes an artifact creature with power and toughness equaling its casting cost.

**Annul** INS C \*\*\* 000 UZ  
Counter target artifact or enchantment spell.

**Anthropophagia** SC R \*\*\* 000 UL  
comes into play with two +1/+1 counters. 0: Remove all +1/+1 counters from Anthropophagia and put X +1/+1 counters on it. 0/0.

**Anti-Magic Aura** EC C \*\*\* 000 LG,5th  
Destroy all enchantments on target creature. Enchanted creature cannot be targeted by any other instants, sorceries or enchantments.

**Apathy** EC C \*\*\* 000 WL  
Enchanted creature does not untap during its controller's untap step. During the upkeep of an enchanted creature's controller, that player may discard a card at random to untap that creature.

**Apprentice Wizard** SC C \*\*\* 000 DK,4th  
0: Add 0 to your mana pool. 0/1.

**Arcane Denial** INS C \*\*\* 000 AI  
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Centrif.

**Arcane Laboratory** EN U \*\*\* 000 UZ  
Each player cannot play more than one spell each turn.

**Archivist** SC R \*\*\* 000 UL  
Draw a card. 1/1.

**Arqivian Restoration** SOR U \*\*\* 000 WL  
Put target artifact card from your graveyard into play.

**Arqivian's Ascend** EN C \*\*\* 000 IA  
CJ: 0: Target creature gains flying until end of turn.

**Attachment** EC R \*\*\* 000 UZ  
Return to your hand: Draw three cards, then discard four cards.

**Aura Thief** EN C \*\*\* 000 UL  
Each other enchantment gains 0 during your upkeep, pay 0 or sacrifice this enchantment.

**Aura Thief** SC R \*\*\* 000 UD  
Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. 2/2.

**Average** SC R \*\*\* 000 WL  
Flying. Skip your next upkeep step: Avrage gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.

**Awesome Presence** EC C \*\*\* 000 AI  
Enchanted creature can't be blocked unless defending player plays an additional 0 for each creature assigned to block it.

**Azmat's Brake** SC C \*\*\* 000 MG  
Flying. 0: -1/+0 until end of turn. You cannot spend more than 0 in this way each turn. 1/3.

**Azure Brake** SC U \*\*\* 000 LG,5th  
Flying. 2/4.

**Back to Basics** EN R \*\* 000 UZ  
Nonbasic lands do not untap during their controllers' untap steps.

**Barcode** EC U \*\*\* 000 LG,4th  
For each point of damage done take from target creature. Barcode does a point of damage to creature's controller.

**Bat's Curse** SOR R \*\*\* 000 HL  
Do 2 damage to each creature for each enchantment on that creature. Turn 0/2.

**Baldwing Conqueror** SC U \*\*\* 000 IA  
0: Turn a snow-covered land into a 2/2 creature until end of turn.

**Baldwing Shaman** SC C \*\*\* 000 IA  
0: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CJ: 0/1.

**Baldwing Puddler** SC C \*\*\* 000 MM  
0: Discard a target: Target gains flying until end of turn. 2/2.

**Barrin, Master Wizard** SC R \*\*\* 000 UZ  
0: Sacrifice a permanent: Return target creature to owner's hand. 1/1.

**Bay Falcon** SC C \*\*\* 000 MG  
Flying. Attacking does not cause Bay Falcon to tap. 1/1.

**Bazaar of Weavers** EW R \*\* 000 MG  
Remove all graveyards from the game. Whenever a spell is played, counter it with a card with the same name is in play or in any graveyard.

# MAGIC

The Gathering

## Players Guide

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Benthic Behemoth SC R \*\* 5/5 MM  
Islandshome, 7/6.

Benthic Explorer SC C \*\*\* 3/3 AI  
Untap target tapped land an opponent controls to add one  
many of any type that land produces to your mana pool. 2/4.

Betrayal EC C \*\* VS  
Play only on a creature an opponent controls. If enchanted  
creature becomes tapped, draw a card.

Binding Grasp EC U \*\*\* 3/3 IA, 5th  
Pay 1/1 during upkeep or buy Binding Grasp. Gain control of  
target creature, which gains +0/+1.

Blizzard Elemental SC R \*\*\* 3/3 UD  
Flying. 1/1. Unleash Elemental, 5/5.

Blockade Runner SC C \*\*\* 3/3 MM  
Untap is unlockable this turn. 2/2.

Blue Elemental Blast INS C \*\*\* 3/3 LUR, 4th  
Counter a red spell being cast or destroy a red card in play.

Boomerang INS C \*\*\* 3/3 GLCMB5, 6th  
Return target permanent to owner's hand.

Bouncing Bees SC C \*\*\* 3/3 UL  
Unblockable if defender player controls an artifact. 2/2.

Brainlessyzer SDR R \*\*\* 3/3 LUR  
Target player must draw 3 cards.

Breathalyzer INS C \*\* 3/3 IA, 5th, MM  
Draw 3 cards, then put 2 cards on top of your library in any order.

Breath of Dreams EN U \*\* 3/3 IA  
CU: ● Green creatures require an additional CU: ●.

Breezkeeper SC C \*\*\* 3/3 VS  
Flying, phasing, 4/4.

Bribe Hug SC U \* 3/3 LG  
If Bribe Hug goes to the graveyard, all creatures that deal  
damage to Hug that turn become 0/2 permanently. 2/2.

Bribe Saver SC U \*\* 3/3 UD  
● ● Reveal any number of blue cards in your hand.  
Counter target spell unless its controller pays 1/1 for each card  
revealed. 1/1.

Bribery SOR R \*\*\* 3/3 MM  
Search target opponent's library for a creature card and put the  
card into play under your control.

Brewster EN U \*\*\* 3/3 AL, 6th  
● ● Look at the top five cards of your library and put one  
of them into your hand. Remove the rest from the game.

Bubbling Freshies SC C \*\*\* 3/3 UD  
Unblockable if defending player controls an enchantment. 3/3.

Buyback EC C \*\*\* 3/3 MM  
You may Buyback any time you could play an instant.  
Enchanted creature gains flying.

Captive Slave INS C \*\*\* 3/3 TM  
Buyback. ● Return target permanent to owner's hand.

Catalog SC C \*\*\* 3/3 UZ  
Draw two cards, then choose and discard a card.

Ceremonial Wyvern SC U \*\*\* 3/3 MS  
Flying, protection from green. 3/3.

Chain Stake INS R \*\* 3/3 HL  
Tap or untap target creature. Its controller may pay 1/1 to  
have Chain Stake tap or untap another target creature.

Chambered Nautilus SC U \*\*\* 3/3 MM  
Whenever Nautilus becomes blocked, you may draw a card. 2/2.

Chameleonic Spirit SC U \*\*\* 3/3 MM  
As Spirit enters play, choose a color. Spirit's power and  
toughness are each equal to the number of permanents of  
the chosen color you opponents control. \*.

Charisma EC R \*\*\* 3/3 MM  
Whenever enchanted creature deals damage to a creature, you  
control that creature as long as Charisma remains in play.

Chill EN U \*\*\* 3/3 TM, 6th  
Red spells cost an additional 1/1 to play.

Chronovert SC R \*\*\* 3/3 VS  
Skip next turn. Chronovert gets +3/+3 until end of turn. Use only once  
each turn. 1/2.

Chronovore INS C \*\* 3/3 IA  
Look at target player's hand. Draw a card at beginning of next  
turn.

Claw of Invisibility EC C \*\* 3/3 MG  
Enchanted creature gains phasing and can only be blocked by Walls.

Claw of Mats EC C \*\*\* 3/3 UZ  
Enchanted creature is unblockable.

Clone SC U \*\*\* 3/3 LUR  
Clone acquires all characteristics, including color, of target  
creature. \*

Cloud Djinn SC U \*\*\* 3/3 WL  
Flying. Cloud Djinn can block only creatures with flying. 5/4.

Cloud Elemental SC C \*\*\* 3/3 VS  
Flying. Cloud Elemental can block only creatures with flying. 2/3.

Cloud of Fairies SC C \*\*\* 3/3 UZ  
Flying. When Fairies come into play, untap up to two lands.  
Cycling 1/1.

Cloud Sprint SC C \*\*\* 3/3 SH  
Flying. Cloud Sprint can block only creatures with flying. 3/1.

Cloud Tearer SC C \*\*\* 3/3 MM  
Flying. May only block creatures with flying. 1/1.

Coastal Piracy EN U \*\*\* 3/3 MM  
Whenever a creature you control deals combat damage to an  
opponent, you may draw a card.

Confidante EP U \*\*\* 3/3 UZ  
You control enchanted permanent.

Contempt EC C \*\*\* 3/3 SH  
If enchanted creature attacks, return that creature and Contempt  
to owner's hand at end of combat.

Control Magic EC U \*\*\* 3/3 LUR, 4th  
Gain control of enchanted creature.

Crazy Artist EN R \*\*\* 3/3 LUR  
Duplicate target artifact. Treat as an enchantment and an artifact.

Coral Fighters SC U \*\* 3/3 MG  
Coral.

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If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.

Coral Merfolk SC C \* 3/3 UZ  
2/1.

Coral Reef EN C \*\* 3/3 HL

Put four counters on Reef. ● Remove a counter. Place a +0/+1 counter on a  
blue creature you control.

Countergolf INS C \*\*\* 3/3 Basic, JAT, MM

Counter target spell as it's being cast.

Cowardice EN R \*\* 3/3 MM

Whenever a creature becomes the target of a spell or ability,  
return that creature to its owner's hand.

Creature Bond EC C \*\* 3/3 LUR, 4th

If target creature goes to the graveyard, deal damage equal to  
the creature's toughness to the creature's controller.

Cunning EC C \*\* 3/3 EX

Enchanted creature gets +3/+3. If enchanted creature attacks or  
blocks, sacrifice Cunning at end of turn.

Curvety INS C \*\*\* 3/3 UZ

Each player chooses a creature he controls and returns it to owner's hand.

Curiosity EC U \*\* 3/3 EX

If enchanted creature damages an opponent, draw a card.

Custome Depot EN U \*\*\* 3/3 MM

Whenever you play a creature spell, you may pay 1/1. If you do,  
draw a card, then discard a card from your hand.

Dance of Many EN R \*\* 3/3 DC, 5th

Put a token creature in play and treat it as a duplicate of target  
creature. If either the token or Dance of Many leaves play, both  
are burned. Pay 1/1 during upkeep or destroy Dance of Many

Dandan SC C \*\* 3/3 AN, CH, 5th

Islandhome, 4/1.

Daring Appearance SC R \*\*\* 3/3 MG, 6th

Sacrifice. Counter target spell. 1/1.

Dark Maze SC C \*\* 3/3 HL, 5th

Can attack this turn. At the end of turn, remove Maze from the  
game. Maze cannot attack until it comes under your control.

Darting Merfolk SC C \*\* 3/3 MM

Return Merfolk to its owner's hand. 1/1.

Deep Spawn SC U C \*\*\* 3/3 FE

Transc. Take top two cards from your library and put them in your  
graveyard during upkeep or spawn. ● Spell may not be  
target of spells or effects until end of turn. Tap Spawn if it was  
untapped. Does not untap as normal during your next upkeep. 6/6.

Deep Wisher EN C \*\*\* 3/3 DK

All mana-producing lands under your control produce 1/1  
until end of turn instead of their usual mana.

Deflection INS R \*\*\* 3/3 IA, 5th, 6th

Redirect target spell with one target to a new target of your choice.

Dehydrator EC C \*\*\* 3/3 MM

Enchanted creature doesn't untap during its controller's upkeep.

Delusions of Mediocrity EN R \*\*\* 3/3 UL

When Delusions comes into play, gain 10 life. When Delusions  
leaves play, lose 10 life.

Desertion INS R \*\*\* 3/3 VS, 6th

Counter target spell. If it is an artifact or summon spell, put that  
card into play under your control as though it were just played.

Devouring Deep SC C \*\* 3/3 LG

Islandhome, 1/2.

Diminishing Returns SDR R \*\*\* 3/3 AL, 6th

When Diminishing Returns comes into play, put the top five cards of your  
library face down on Diminishing. During your upkeep, you may exchange  
all the cards in your hand for the cards on Diminishing. At the end of  
your turn, discard a card. If you let control of Diminishing, put all cards  
on it into owner's graveyard.

Elder Spawn SC R \* 3/3 LG

Cannot be blocked by red creatures. Sacrifice an island during  
upkeep or buy Elder Spawn and lose it 6/6.

Electric Eel SC U \*\*\* 3/3 DI

+2/+0 and Eel does 1 damage to you. 1/1.

Embargo EN R \*\*\* 3/3 MM

Nonland permanents don't untap during their controller's upkeep  
steps. At the beginning of your upkeep, lose 2 life.

Enchantment Alteration INS U \*\*\* 3/3 LG, 12th

Move target enchantment from one permanent to another.

Energy Field EN R \*\*\* 3/3 UZ

Prevent all damage dealt to you from sources you do not control.

When a card is put into your graveyard, sacrifice Energy Field.

Energy Flux EN U \*\* 3/3 ADP, 4th, CH, MM

All artifacts gain "At the beginning of your upkeep, sacrifice this

artifact unless you pay 1/1."

Energy Tap SDR C \*\*\* 3/3 1G, 4th

Tap target unattacked creature you control. Add colorless mana  
equal to target creature's casting cost to your mana pool.

Energy Vertex EN R \*\*\* 3/3 MG

At the beginning of your upkeep, remove all counters from Vertex. Dur-

ing target opponent's upkeep, he pays 1/1 for each counter on Vor-

tex, or takes 3 damage. ● Put X counters on Vertex. Use this ability  
only during your upkeep.

Entwined INS C \*\* 3/3 IA, 5th

Tap target creature, land or artifact. Contrap.

Ephemeron SC R \*\*\* 3/3 EX

Rising. Discard a card. Return Ephemeron to owner's hand 4/4

a creature, 1/1.

Epidemic Immunity EC C \*\*\* 3/3 MM

Enchanted creature cannot be the target of spells or abilities.

Epidemic Immunity can't be the target of spells or abilities.

Epiphany EC U \*\*\* 3/3 UD

Return enchanted creature and Disappear to owner's hands.

Epiphany INS U \*\*\* 3/3 TM

Counter target spell. Draw a card.

Epiphany INS C \*\* 3/3 WL

Counter target instant, interrupt, or sorcery spell unless its caster  
uses an additional 1/1. Draw a card.

Epiphany SC C \*\* 3/3 UZ

Disrupt target instant, interrupt, or sorcery spell unless its caster  
uses an additional 1/1. Draw a card.

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# MAGIC

The Gathering

## Players Guide

### NAME KND CR PR COST SETS

Turn enchanted land into a basic land of your choice.

**Phantom Monster** SC U \*\*\* 0 LUR.4th,5th

Flying, 3/3.

**Phantom Warrior** SC U \*\*\* 0 W, Bn

Phantom Warrior is unblockable, 2/2.

**Phantom Wings** EC C \*\*\* 0 Wl

Enchanted creature gains flying. Sacrifice Wings: Return

enchanted creature to owner's hand.

**Pirate Ship** SC R \*\*\* 0 LUR.4th,5th

Islandhome, 0: Do 1 damage to any target, 4/3.

**Polar Kraken** SC R \*\*\* 0 Ia

Trample, CL: Sacrifice a land. Comes into play tapped, 11/11.

**Political Trickery** SOR R \*\*\* 0 MG

Exchange control of one of your lands for one of opponent's.

**Polymorph** SOR R \*\*\* 0 MG,Rh

Buy target creature. Its controller reveals cards from top of his library until a creature card is revealed, then puts the creature into play under its control as if it were just played. The player shuffles all other revealed cards into library.

**Part Inspector** SC C \*\*\* 0 MM

Whenever inspect becomes blocked, you may look at a defending player's hand, 1/2.

**Perfect** SOR C \*\*\* 0 IA,5th

Look at the top 3 cards of target player's library. Either shuffle

that library or put the cards back on top in any order. Cantrip.

**Power Artifact** EA U \*\*\* 0 AD

Reduce the activation cost of a target artifact by 0, 0/R.

**Power Leak** EE C \*\*\* 0 LUR.4th

Enchantment's controller must pay 0 during upkeep or Power

Leak does 1 damage to him for each unpaid mana.

**Power Shift** INS U \*\*\* 0 Basic,MET,MU

Counter target spell unless its caster spends 0. Spell's caster

must spend all mana from lands and mana pool until X is met.

**Power Taint** EE C \*\*\* 0 Ia

During the upkeep of enchanted enchantment's controller, that

player pays 0 or loses 2 life. Cycle, 0:

**Precognition** EN K \*\*\* 0 TM

During your upkeep, look at the top 3 cards of target opponent's library.

You may then put that card on the bottom of his library.

**Prismatic Lace** INS R \*\*\* 0 MG

Target permanent becomes the color(s) of your choice.

**Private Research** EC U \*\*\* 0 UD

At the beginning of your upkeep, you may put a counter on

Research. When enchanted creature is put into graveyard, draw

a card for each counter.

**Predicant Sorcerer** SC C \*\*\* 0 Basic

0: Deal 1 damage to target creature or player, 1/1.

**Progrenda** EN U \*\*\* 0 TM

Each turn, each creature cannot attack unless its controller pays

an additional 0 for that creature.

**Prosperity** SOR U \*\*\* 0 VS,6th

Each player draws 0 cards.

**Psionic Blast** INS U \*\*\* 0 LU

Do 4 damage to any target and 2 damage to you.

**Psionic Entity** SC R \*\*\* 0 LG,4th

0: Do 2 damage to any target and 3 damage to itself, 2/2.

**Psychic Altergy** EN R \*\*\* 0 DK

Choose a color when cast. Do 1 damage for each card of the

color an opponent controls during his upkeep. Sacrifice two

islands during your upkeep or destroy Psychic Altergy.

**Psychic Purge** SOR C \*\*\* 0 LB

Do 1 damage to any target. If opponent causes you to discard

Psychic Purge, opponent loses 5 life.

**Psychic Transfer** SOR R \*\*\* 0 MG,6th

Compares your life total with target player. If the difference is 5 or less

and you have at least 1 life, exchange life totals with that player.

**Psychic Venom** EL C \*\*\* 0 Basic

Do 2 damage to target land's controller whenever the land is tapped.

**Psychic Vertex** EN R \*\*\* 0 VS

CU: Draw a card. At the end of each of your turns, sacrifice a

land and discard your hand.

**Puppet Master** EC U \*\*\* 0 LU,1h

If creature goes to the graveyard, return it to its owner's hand

and you may pay 0 to return Master to its owner's hand.

**Quiesce** INS U \*\*\* 0 LU

Counter target instant or sorcery spell. Search its controller's

graveyard, hand, library and all copies of that card and

remove them from the game.

**Rainbow Eel** SC R \*\*\* 0 VS

Flying, 0/0: Rainbow Eel phases out, 3/1.

**Ransack** SOR U \*\*\* 0 SH

Look at the top five cards of target player's library. Put any num-

ber of those cards on the bottom of that library in any order and

the rest on top.

**Raven Familiar** SC U \*\*\* 0 UL

Flying, echo. When Familiar comes into play, look at the top

three cards of your library. Put one of them into your hand and

the rest on the bottom of your library in any order, 1/2.

**Ray of Command** INS C \*\*\* 0 LUR.5th

Untap target creature controlled by opponent and take control of

it until end of turn. Creature has haste this turn.

**Ray of Erasure** INS C \*\*\* 0 IA

Target player puts the top card of his library in his graveyard. Casting

Ray, Academy Chancellor, SL R \*\*\* 0 LU

Whenever you or a permanent you control is the target of a spell

or ability controlled by one of your opponents, you may draw a

card, and if Ray is activated, you may draw another card, 1/1.

**Reality Ripple** INS C \*\*\* 0 MG

Target artifact, creature, or land chases out.

**Reality Twist** ER R \*\*\* 0 IA

CU: 0/0: Instead of their normal mana, plains produce

swamps produce \*, mountains produce \*, and forests

produce \*. Rebind

INS U \*\*\* 0 SH

There are nine cards with "circle" in their names and nine containing "diamond," but just one with "triangle"—Triangle Of War.

### NAME KND CR PR COST SETS

Target spell, which targets a single player, targets a player or you, choice instead.

**Rebuked** INS U \*\*\* 0 LU

Return all artifacts to owners' hands. Cycling, 0:

**Recall** SOR R \*\*\* 0 LUR.6th

Discard X cards to bring X cards from your graveyard into your

hand, then remove Recall from game.

**Recantation** EN R \*\*\* 0 LU

During your upkeep, you may put a counter on Recantation. 0: Sac-

ifice. Return up to X target permanents to owner's hand, where X is

the number of counters on Recantation.

**Reconstruction** SOR G \*\*\* 0 AQR

Bring an artifact from your graveyard into your hand.

**Reef Pirates** SC C \*\*\* 0 HL,5th

If Reef Pirates damage an opponent, opponent takes the top card

from his library and puts it in his graveyard, 2/2.

**Reins of Power** INS R \*\*\* 0 LU

You and target opponent each untap and gain control of all crea-

tures the other controls until end of turn. Exchanged creatures have

the same power and toughness as they did before.

**Reincarnation** SOR C \*\*\* 0 LU

When Reincarnation comes into play, you may return target instant or

interrupt card from your graveyard to your hand, 2/2.

**Reinforcement** SC C \*\*\* 0 LU

Gain +1/+1 until end of turn, 2/3.

**Reindeer** SC C \*\*\* 0 HL,5th

Flying, Protection from red, 1/1.

**Reindeer** SC C \*\*\* 0 HL

Regenerates. Use this ability only during a turn in which Troll

was blocked by or in which Troll blocked a blue creature, 5/5.

**Reindeer** SC C \*\*\* 0 FE,5th

Islandhome, 0: Gain control of target creature if its controller

controls an island. You lose control if Reindeer leaves your control

or becomes untargeted. You may leave Reindeer tapped, 0/1.

**Second Chance** EN R \*\*\* 0 LU

During your upkeep, if you have 5 life or less, sacrifice Second

Chance and take an extra turn after this one.

**Segovian Leviathan** SC U \*\*\* 0 LUR.4th,5th

Islandhome, 0/3: Islands may produce an additional 0 when tapped for mana. Segovian Leviathan may produce either an additional

0 or 0/0 when tapped for mana. This ability is usable only

for cumulative upkeep.

**Sear** EC C \*\*\* 0 MG

You may choose to play Sear as instant if you do, but it is the

end of turn. Enchanted creature gets +0/+1 and gains flying.

**Selleri Harpy** SC C \*\*\* 0 AI

\*: Prevent up to two damage to any creature. Target

opponent may draw a card, 0/2.

**Selleri Mechanist** SC U \*\*\* 0 AI

\*: Add 0 to pool. Use only for artifact activation costs, 1/1.

**Selleri Sage** SC C \*\*\* 0 AI,6th

\*: Sacrifice 2 lands: Draw 3 cards. Discard one of those cards, 1/1.

**Semisphere** SC R \*\*\* 0 UZ

Flying. Whenever Semisphere deals damage to a player, tap tar-

get creature he controls. That creature does not untap during its

controller's untap step as long as Semisphere is in play, 2/2.

**Seethsaying** EN U \*\*\* 0 MM

You may choose to play Seethsaying as instant if you do.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to blue, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to green, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to red, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to white, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to black, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to purple, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to orange, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to yellow, 0/0.

**Seize** EC C \*\*\* 0 LU

Change color of any number of creatures to green, 0/0.

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NAME	KIND	CR	PR	COST	SETS
+1/+1 until end of turn 3/4.					
<b>Stroke of Genius</b>	INS	R	***	●●●	UZ
Target player draws X cards.					
<b>Suffocation</b>	INS	U	**	●●	AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Cantip.					
<b>Sunder</b>	INS	R	***	●●●	UZ
Return all lands to owner's hand.					
<b>Sunken City</b>	EN	C	**	●●	DK,4th
All blue creatures gain +1/+1. Pay ●●● during upkeep or destroy City.					
<b>Sunlit Firewalker</b>	SC	U	***	●●●	MG
Cannot be the target of red spells or effects. ● Deal 1 damage to target creature or player. 0/1.					
<b>Symphatic Priest</b>	SC	U	**	●●	FE
● Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.					
<b>Tangle Kelp</b>	SC	U	**	●●	DL
Target creature stays tapped during untap step if it attacked last turn. Tap target creature when Tangle Kelp is cast.					
<b>Tamewalk</b>	SL	R	***	●●●	MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.					
<b>Tefet's Curse</b>	EP	C	**	●●	MG
Play on an artifact or creature. Ercented permanent gains phasing.					
<b>Tefet's Drake</b>	SC	C	**	●●	MG
Flying, phasing, 3/2.					
<b>Tefet's Imp</b>	SC	R	***	●●●	MG
Flying. Prasing. When Tefet's Imp phases out, choose and discard a card. When Tefet's Imp phases in, draw a card. 1/1.					
<b>Tefet's Realm</b>	EW	R	***	●●●	VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands or global enchantments. All cards of chosen type phase out.					
<b>Tefet's Veil</b>	EN	U	**	●●	WL
When one of your creatures attacks, it phases out at end of combat.					
<b>Teklekinis</b>	INS	R	**	●●	LG
Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two untap steps.					
<b>Telepathic Spins</b>	SC	C	**	●●	UD
When Spins comes into play, look at target opponent's hand. 2/2.					
<b>Telepathy</b>	EN	U	**	●●	UD
Each of your opponents plays with his hand revealed.					
<b>Teleport</b>	INS	R	***	●●●	LG,CH
Target creature cannot be blocked this turn.					
<b>Temporal Adept</b>	SC	R	***	●●●	UD
●●● Return target permanent to its owner's hand. 1/1.					
<b>Thalak Deciever</b>	SC	R	***	●●●	SH
Shadow. Sacrifice. Gain control of target creature permanently. Use this ability only if Deciever is attacking and unblocked. 1/1.					
<b>Thalakos Dreamweaver</b>	SC	R	***	●●●	TM
Shadow. You lose Dreamweaver tapped. If Dreamweaver damages any opponent, tap target creature. As long as Dreamweaver remains tapped, that creature does not untap during its controller's untap step. 1/1.					
<b>Thalakes Drifters</b>	SC	R	***	●●●	EX
Choose and discard a card. Drifters gains shadow until end of turn. 3/3.					
<b>Thalakes Mistfolk</b>	SC	C	**	●●	TA
Shadow. Put Mistfolk on top of owner's library. 2/1.					
<b>Thalakes Scout</b>	SC	C	**	●●	EX
Shadow. Choose and discard a card; Return Scout to owner's hand. 2/1.					
<b>Thalakes Seer</b>	SC	C	**	●●	TM
Shadow. If Thalakes Seer leaves play, draw a card. 1/1.					
<b>Thalakes Sentry</b>	SC	C	**	●●	TM
Shadow. 1/2.					
<b>Theft of Dreams</b>	SDR	C	**	●●	EX
For each tapped creature target opponent controls, draw a card.					
<b>Thieving Magpie</b>	SC	U	***	●●●	UD
Flying. Whenever Magpie damages your opponent, draw a card. 1/3					
<b>Thirst</b>	EC	C	**	●●	MG
An enchanted creature. During your upkeep, pay ●●● or buy Thirst. Enchanted creature does not untap during its controller's untap step.					
<b>Thornwing Fairies</b>	SC	C	**	●●●	UL
Flying. ● Deal 1 damage to target creature or player. 1/1.					
<b>Thought Lash</b>	EN	R	***	●●●	AI
CU Remove the top card of your library from the game. If you do not, return your library from the game and buy Thought Lash. ● Remove the top card of your library from the game to prevent one damage to you.					
<b>Thoughtscape</b>	INS	R	●	●●●	LUR,4th
Change the color of a card being played or already in play to blue.					
<b>Three Wishes</b>	INS	R	***	●●●	VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.					
<b>Thunder Wall</b>	SC	U	**	●●	IA
Flying. ●+1/+1 until end of turn. 0/2					
<b>Thwart</b>	INS	U	***	●●●	MM
You may return three lands you control to their owner's hand instead of paying Thwart's mana cost. Counter target spell.					
<b>Tidal Barrage</b>	INS	C	**	●●●	MM
You may return an island you control to its owner's hand instead of paying Barrage's mana cost. Tap or untap target creature.					
<b>Tidal Control</b>	EN	R	***	●●●	AI
CU Anyone may pay ●●● or 2/2 to control a red or green spell.					
<b>Tidal Flats</b>	EN	C	**	●●●	FE
● All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay ●●● for each attacking creature to prevent this effect.					
<b>Tidal Influence</b>	EN	U	**	●●●	FE
Put 1 counter on influence when casting it during upkeep. When there is one counter on influence, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get -2/+0. Remove all counters when there are four on influence.					
<b>Tidal Kraken</b>	SC	R	***	●●●	MM
Tidal Kraken is unblockable. 6/6.					
<b>Tidal Surge</b>	SDR	C	**	●●●	LUR,6th
Tap up to three target creatures without flying.					
<b>Tidal Warrior</b>	SC	C	**	●●	SH
● Target land is an island until end of turn. 1/1.					
<b>Tidal Wave</b>	INS	U	**	●●●	MG
Put a Wave taken into play. Treat this token as a 5/5 blue creature that counts as a Well/Bog token at end of turn.					
<b>Time and Tide</b>	INS	U	**	●●●	VS
All creatures phased out phase in while all creatures with					

NAME	KIND	CR	PR	COST	SETS
phasing phase out.					
<b>Time Ebb</b>	SOR	C	**	●●●	TM
Put target creature on top of owner's library.					
<b>Time Elemental</b>	SC	R	***	●●●	LUR,4th,5th
●●● Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks 0/2.					
<b>Time Spiral</b>	SOR	R	***	●●●	UZ
Remove Spiral from the game. Each player shuffles his graveyard and lands into his library then draws 5 cards. Untap up to 5 lands.					
<b>Time Walk</b>	SOR	R	***	●●●	LU
Target player takes an extra turn after this one.					
<b>Time Warp</b>	SOR	R	***	●●●	TM
Target player takes an extra turn after this one.					
<b>Timewalker</b>	SOR	R	***	●●●	LU
Put Timewalker in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.					
<b>Timewalk</b>	SC	U	**	●●●	WL
WL Flying. If a creature comes into play, return Drake to your hand. 3/3.					
<b>Tinker</b>	SDR	U	***	●●●	UL
At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play.					
<b>Tolarien Drake</b>	SC	C	**	●●●	WL
Flying, phasing 2/4.					
<b>Tolarien Entrancer</b>	SC	R	**	●●●	WL
Whenever Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.					
<b>Tolarien Serpent</b>	SC	R	**	●●●	WL
During your upkeep, put the top seven cards of your library into your graveyard. 7/7.					
<b>Tolarien Winds</b>	INS	C	**	●●●	UZ
Discard your hand, then draw many cards.					
<b>Trade Routes</b>	EN	R	***	●●●	MM
●●● Return target land you control to its owner's hand.					
<b>Tradewind Rider</b>	SC	R	***	●●●	TM
Flying. ● Tap two creatures you control; Return target permanent to owner's hand. 1/4.					
<b>Transmute Artifact</b>	SDR	U	**	●●●	AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. Pay the difference if the new artifact costs more.					
<b>Treasury</b>	EC	R	***	●●●	UD
When cast, untap up to 5 lands. Gain control of enchanted creature.					
<b>Treasure Trove</b>	EN	U	***	●●●	EX
●●● Draw a card.					
<b>Turnsheet</b>	INS	U	***	●●●	UZ
Tap or untap all artifacts, creatures or lands target player controls.					
<b>Twiddle</b>	INS	C	**	●●●	LUR,4th
Tap or untap target land, creature or artifact.					
<b>Twitch</b>	INS	C	**	●●●	TM
Tap or untap target artifact, creature or land. Draw a card.					
<b>Undercover</b>	EN	U	**	●●●	LG
Creatures with Islandwalk may be blocked.					
<b>Unde</b>	SOR	C	**	●●●	VS
Return two target creatures to owner's hand.					
<b>Unstable Mutation</b>	EC	C	**	●●●	ANR,4th,5th
Target creature gains +3/+3. Put a -1/+1 counter on enchanted creature during your upkeep.					
<b>Unstable Shapeshifter</b>	SC	R	***	●●●	TM
Whenever any creature comes into play, Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					
<b>Unsummon</b>	INS	C	**	●●●	Basic
Return target creature to its owner's hand.					
<b>Updraft</b>	INS	U	**	●●●	IA,5th
Give target creature flying until end of turn. Cantip.					

NAME	KIND	CR	PR	COST	SETS
Untap while a counter remains. Remove a counter during creature controller's upkeep.					
<b>Vanous Doppelganger</b>	SC	R	***	●●●	LUR
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during "phase out".					
<b>Vigilant Drake</b>	SC	C	**	●●●	UL
Enchanted creature gets +1/+1. ● Return Drake to 3/3.					
<b>Viscid Armor</b>	EC	C	**	●●●	AI
Enchanted creature gets +1/+1. ● Return Armor to owner's hand.					
<b>Viscid Drake</b>	SC	U	**	●●●	AI
● Sacrifice a creature and a Swamp. Buy target non-artifact creature. ● Sacrifice a creature and a Snow-covered Swamp. Buy target creature. 1/2.					
<b>Vision Swarm</b>	INS	C	**	●●●	VS
Choose one—target artifacts phase out; or put the top four cards from target player's library into his graveyard; or lands of type are basic lands of your choice until end of turn.					
<b>Vodian Illusionist</b>	SC	U	***	●●●	WL
●●● target creature phases out. 2/2.					
<b>Vodian Knights</b>	SC	R	***	●●●	FE
Islandwalk. First strike. ● Flying. Until end of turn. 2/2.					
<b>Vodian Mage</b>	SC	C	**	●●●	FE
●●● Counter target spell unless caster pays an extra 1/1. 1/1.					
<b>Vodian Soldiers</b>	SC	C	**	●●●	LG,5th,6th
●●● Return Mentor and target creature you control to owner's hand.					
<b>Ward of Undoing</b>	INS	C	***	●●●	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.					
<b>Wrath of Marti-Lago</b>	EN	R	**	●●●	IA
Tap all red creatures. Red creatures do not tap as normal. Each creature's controller may pay ●●● or ●●● to prevent it from being destroyed if ●●● is spent, the creature deals no combat damage.					
<b>Wizard Mentor</b>	SC	C	**	●●●	UZ
●●● Return Mentor and target creature you control to owner's hand.					
<b>Wind Drake</b>	SC	C	***	●●●	TM
Flying. Spirit cannot be blocked by less than two creatures. 3/3.					
<b>Wind Spirit</b>	SC	C	***	●●●	TM
Flying. Spirit cannot be blocked by less than two creatures. 3/3.					
<b>Windfall</b>	SC	C	***	●●●	UZ
Each player discards one card this way.					
<b>Winter's Chill</b>	INS	R	**	●●●	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay ●●● or ●●● to prevent it from being destroyed if ●●● is spent, the creature deals no combat damage.					
<b>Winged Silver</b>	SC	C	**	●●●	TM
All Silver gain flying. 1/1.					
<b>Wing</b>	SC	C	**	●●●	IA
Wings gain flying 1/1.					
<b>Wise</b>	SC	C	**	●●●	VS
Choose a target. Tap creature to its owner's hand.					
<b>Witch</b>	SC	R	**	●●●	SH
Each White gains +2/+2. Sacrifice this creature. This creature deals 2 damage to target creature.					
<b>Witching Tongue</b>	SC	U	**	●●●	SH
You may remove a white card in your hand instead of paying Reverent Mantra's mana cost.					
All creatures gain protection from the color of your choice until end of turn.					
<b>Wizel</b>	SC	R	**	●●●	VS
Choose a color. All damage done to creature by that color is reduced to 0. ● Put a counter on Wizel and change color it protects against. X equals the number of counters.					
<b>Wizelum</b>	SC	U	**	●●●	LG,CH
Flying, rampage. 2 Pay ●●● during upkeep or bury Chromium. 1/1.					
<b>Wizelus</b>	SC	R	**	●●●	LG,CH
Flying. 1/1. Pay ●●● for Wizelus token in play that turn. 0/1.					
<b>Wizelus Silver</b>	SC	U	**	●●●	SH
Slivers cannot be the target of spells or abilities. 2/2.					
<b>Wizelus Blackblade</b>	SC	R	***	●●●	LG,CH
●●● Put a 1/1 black Demon token into play. 2/2.					
<b>Wizelus Dysto</b>	EN	R	**	●●●	VS
Whenever any player draws a card, he reveals that card. If it is a creature card that player plays ●●● or discards this card.					
<b>Wizelus Bloom</b>	EN	R	***	●●●	MG
Choose a card in your hand and remove it from the game. Add ●●● or ●●● to your mana pool.					
<b>Wizelus Archer</b>	SC	U	**	●●●	IA
●●● Deal 1 damage to target flying creature. 3/2.					
<b>Chromatic Armor</b>	EC	R	**	●●●	IA
Put a counter on Chromatic Armor when it comes into play and choose a color. All damage done to creature by that color is reduced to 0. ● Put a counter on Armor and change color it protects against. X equals the number of counters.					
<b>Chromium</b>	SC	R	**	●●●	LG,CH
Flying, rampage. 2 Pay ●●● during upkeep or bury Chromium. 1/1.					
<b>Wizelus Wind</b>	SC	C	**	●●●	DK
Water Wurm gains +0/+1 if opponent controls any islands. 1/1.					
<b>Water Bouncer</b>	SC	C	**	●●●	MM
●●● Discard a card. Return target creature to its owner's hand. 1/1.					
<b>Waterpaw Djinn</b>	SC	U	***	●●●	VS
Flying. During your upkeep return an untargeted island you control to owner's hand or bury Waterpaw Djinn. 4/4.					
<b>Wave Elemental</b>	SC	U	**	●●●	5/4
Water Worm gains +0/+1 if opponent controls any islands. 1/1.					
<b>Waterpaw Djinn</b>	SC	C	**	●●●	DK
Water Worm gains +0/+1 if opponent controls any islands. 1/1.					
<b>Waterpaw Djinn</b>	SC	C	**	●●●	MM
Water Worm gains +0/+1 if opponent controls any islands. 1/1.					
<b>Wayward Soul</b>	SC	C	**	●●●	EX
Flying. Put Wayward Soul on top of owner's library. 3/2.					
<b>Weatherseed Faeries</b>	SC	C	**	●●●	UL
Flying, protection from red. 2/1.					
<b>Whim of Vofrat</b>	INS	R	**	●●●	TM
Buyback ●●● Change the text of permanent by replacing all instances of one color word of one basic land type with another until end of turn.					
<b>Whispering Frog</b>	SC	C	**	●●●	EX
●●● Whispering Frog gains flying until end of turn. 1/3.					
<b>Whispers of the Masse</b>	INS	U	**	●●●	TM
Buyback ●●● Draw a card.					

NAME	KIND	CR	PR	COST	SETS
Wizelus	SC	U	**	●●●	TM
<b>Wing</b>	SC	C	***	●●●	TM
<b>Wind Drake</b>	SC	C	***	●●●	TM
<b>Wind Spirit</b>	SC	C	***	●●●	TM

## Players Guide

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sacrifice a land

**Elemental Fury** EN R \*\*\* 1A

Look at top 5 cards of your library and put them back in any order.

**Emberwise Caliph** SC R \*\*\* 1A

Flying. Trample. Caliph attacks each turn if able. For each damage

Caliph successfully deals, lose 1 life. 4/4.

**Energy Arc** INS U \*\*\* AI

Untap any number of target creatures. Those creatures neither

deal nor receive damage in combat this turn.

**Energy Belt** SUR R \*\*\* MG

Do 1 damage to target player or target player gains X life.

**Essence Vertex** INS U \*\*\* IA

Bury target creature. Creature's controller may counter Essence

Vertex by paying life equal to the creature's toughness.

**Femeref Enchantress** SC R \*\*\* VS

When an enchantment is put into a graveyard, draw a card. 1/2.

**Flery Justice** SUR R \*\*\* IA

Do 5 damage divided any way you choose among any number of

target opponents' life 5/5.

**Fire Covenant** INS U \*\*\* MG

Fire Covenant deals X damage, divided among any number of

target creatures, where X is equal to the amount of life you pay.

**Firestorm Relikite** SC R \*\*\* MG

Flying, trample. Cumulative upkeep: 3/6.

**Flooded Woodlands** EN R \*\*\* MG

No green creature can attack unless its controller sacrifices a

land when that creature attacks.

**Frostfire Elrest** SC R \*\*\* MG

Flying. If the filo ends up in your flavor Frostfire

Effect phases out, bury Frostfire Elrest. 2/1.

**Furnare** SUR U \*\*\* IA

Pay 3 life. Destroy a land and a creature.

**Gabriel Angelfire** SUR R \*\*\* 1G, CH

During your upkeep, Gabriel Angelfire gains either flying, first

strike, trample or rampage: 3/3 until your next upkeep. 4/4.

**Ghesty Flame** EN R \*\*\* IA

Black and red permanents and spells are colored sources of

damage.

**Giant Trap Deer Spider** SC U \*\*\* MG

Spider and target non-flying creature which is

attacking you are removed from the game. 2/3.

**Glaciers** EN R \*\*\* IA

All mountains are plains. Pay 2 life during upkeep or bury Glaciers.

**Geeta Dikr** SC R \*\*\* MG

First strike. Creatures with islandwalk may be blocked. 4/4.

**Grim Feast** EN R \*\*\* MG

Take 1 damage during upkeep. When a creature is put into oppo-

nent's graveyard from play, gain life equal to its toughness.

**Guiting Spirit** SC R \*\*\* VS

Flying. If the top card of target player's graveyard is a

creature card, put that card on the top of that player's library. 1/2.

**Gwendolyn Of Crows** SL R \*\*\* MG

Target player randomly discards a card. Pay as a sorcery. 3/5.

**Halfdane** SL R \*\*\* MG

During upkeep, Halfdane may acquire the current power and

toughness of a target creature besides itself. When there are no

legal targets, Halfdane is 3/3. 4/4.

**Harbor Guardian** SC U \*\*\* MG

Can block flying creatures. When it attacks, defender may draw a

card. 3/4.

**Hunting Apparition** SC U \*\*\* MG

Flying. \* is number of green creatures in opponent's graveyard

1-7/2.

**Hazardous Drake** SC U \*\*\* MG

Flying, protection from red. 2/3

**Hazzaron Tasmor** SL R \*\*\* MG

On the upkeep after Hazzaron enters play, put \* tokens in play

where \* is the number of lands you control. Treat tokens as 1/1

red, white and green creatures. Remove all tokens if Hazzaron

leaves play. 2/4.

**Hibernation Silver** SC U \*\*\* SH

Each Silver gains "Pay 2 life. Return this creature to owner's hand." 2/2.

**Hunding Bjornsson** SL U \*\*\* LG

Rampage: 1, 5/4.

**Hymn of Rebirth** SDR U \*\*\* IA

Take a creature from any graveyard and put it into play under

your control.

**Jacques Is Vert** SL R \*\*\* MG

All your green creatures gain +D+2, 3/2.

**Jasmine Boreas** SL U \*\*\* MG

4/5.

**Jedit Glance** SL U \*\*\* MG

5/5.

**Jormard the Cleaved Fist** SL U \*\*\* MG

6/5.

**Johan** SL R \*\*\* MG

As long as Johan doesn't attack or isn't tapped, your creatures

may attack without tapping. 5/4.

**Jungle Trail** SC U \*\*\* MG

Regenerates. Regenerates. 2/1.

**Kaerwok's Purge** SDR U \*\*\* MG

Destory target creature with casting cost equal to X. Purge deals

to creature's controller damage equal to the creature's power.

**Kazimir the Lone Wolf** SL U \*\*\* MG

5/3.

**Kai Takahashi** SL R \*\*\* MG

Prevent up to 2 damage to target creature. 2/2.

**Kaldraen Frostbeast** SC U \*\*\* MG

All creatures blocking or blocked by Frostbeast are destroyed at

end of combat. 2/4.

**Lady Celeris** SL R \*\*\* MG

Do 3 damage to target attacking or blocking creature. 3/6

**Lady Evangelia** SL R \*\*\* MG

When a creature is put into your graveyard from play, put it face

up under Purgatory. During your upkeep, you may pay \* and 2

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\*\*\* Target creature deals no combat damage this turn. 1/2.

**Lady of the Mountain** SL U \*\*\* MG

5/5.

**Lady Orcs** SL U \*\*\* MG

7/4.

**Leering Gargoyles** SC R \*\*\* MG

Flying. Gets -2/+2 and loses flying until end of turn. 2/2.

**Lim-Dill's Paladin** SC R \*\*\* AI

Trample. During upkeep, discard a card or buy Paladin and draw a

card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals

no damage to defend this turn and that player loses 4 life. 0/2.

**Lim-Dil's Vault** INS U \*\*\* AI

Check the top five cards of your library. As many times as you

choose, you may pay one life to put those cards on the bottom and

look at the top five. Shuffle all but the top five cards of your library

put those five on top of your library in any order.

**Livvys Silence** SL R \*\*\* MG

First strike, legendary landwalk 4/4.

**Lobotomy** SC R \*\*\* MG

Look at target player's hand and choose any card other than a

basic land. Search that player's graveyard, hand and library for all

copies of the chosen card and remove them from the game.

**Lord Magnus** SL U \*\*\* MG

First strike. Creatures with plains or forestwalk may be blocked. 4/3.

**Lord of Tresserhorn** SC R \*\*\* MG

When Lord comes into play, pay 2 life and sacrifice two creatures;

and target opponent draws 2 cards. Regenerates 10/4.

**Malignant Growth** EN R \*\*\* MG

During upkeep, add a counter. During opponent's draw step,

draws an additional card and takes 1 damage for each counter.

**Marhawk Eldrasorn** SL U \*\*\* MG

Rampage: 1, 4/6.

**Rasputin Dreamweaver** SL R \*\*\* MG

Put 7 counters on Rasputin. Remove a counter to prevent 1

damage to Rasputin or add one colorless mana to your mana pool.

Add a counter to Rasputin during your upkeep if he began

your turn untaught (maximum 7 counters). 4/1.

**Recimation** EN R \*\*\* IA

No black creature can attack unless its controller sacrifices land

when that creature attacks.

**Reflect Damage** INS U \*\*\* MG

Redirect all damage dealt by one source to that source's controller.

**Reparations** EN R \*\*\* MG

Whenever target opponent successfully casts a spell that targets you or a creature you control may draw a card.

**Rightseous War** EN R \*\*\* MG

All white creatures you control gain protection from black. All

black creatures you control gain protection from white.

**Riven Turnball** SL U \*\*\* MG

Add \* to your mana pool. 5/7.

**Rock Bastilisk** SC R \*\*\* MG

Whenever Rock Bastilisk blocks or is blocked by a non-wall creature,

destroy that creature at end of combat. 4/5.

**Rohgebh of Kher Keep** SL R \*\*\* MG

All your Knights keep pain +2/+2 Pay 2 life. 0/2

curing upkeep or Rohgebh and Kobolds tap and come under opponent's

control. 4/5.

**Rubine** SL R \*\*\* MG

If an island is untapped at the end of its controller's turn, Monsoon

deals 1 damage to that player and the island becomes tapped.

You leave your control or becomes untapped. You may leave

Rubine tapped. 2/3.

**Savage Twister** SOR U \*\*\* MG

Savage twister deals X damage to each creature.

**Sawback Manticores** SC R \*\*\* MG

Flying. Deals 2 damage to target attacking or blocking creature.

Use only once and only if Manticores is in combat. 2/4.

**Schalebone's Elfin** SC D \*\*\* MG

Protection from black. 4/4.

**Scarwood Goblins** SC C \*\*\* MG

Countless. 2/2.

**Sealed Fates** SOR U \*\*\* MG

Look at the top X cards of opponent's library. Remove one from the

game and put the rest back on top in any order.

**Segmented Wurm** SC U \*\*\* MG

Whenever Wurm is the target of a spell or ability, put a -1/-1

counter on it. 5/5.

**Selonis, Black Angel** SL R \*\*\* MG

Flying. Counts as an Angel. Pay 2 life. Return to owner's hand. 3/3.

**Sheekh's Minion** SC U \*\*\* MG

0/+0. Deal 2 damage to target white creature. 2/2.

**Shroom** SC R \*\*\* MG

0/+0. Deal 1 damage to each creature target opponent controls.

**Sir Standard of Earyben** SL U \*\*\* MG

4/7.

**Sivrit Scarzam** SL U \*\*\* MG

6/4.

**Skotek Shy** SL R \*\*\* MG

Bury immediately if controller has no islands in play. 0/+0.

Put a -1/-1 counter on target creature. 0/3.

**Sky Spirit** SC U \*\*\* MG

Flying. First strike. 2/2.

**Silver Queen** SL R \*\*\* MG

Silver Queen counts as a Silver. 0/+0. Put a Silver token into play

Treat this token as a 1/1 colorless creature. 1/1.

**Selonis, Green Angel** SL R \*\*\* MG

Flying. Counts as a Green Angel. Pay 2 life. Return to owner's hand. 3/3.

**Sheekh's Minion** SC U \*\*\* MG

0/+0. Deal 2 damage to target white creature. 2/2.

**Sir Standard of Earyben** SL U \*\*\* MG

4/7.

**Sivrit Scarzam** SL U \*\*\* MG

6/4.

**Skotek Shy** SL R \*\*\* MG

Bury immediately if controller has no islands in play. 0/+0.

Put a -1/-1 counter on target creature. 0/3.

**Sky Spirit** SC U \*\*\* MG

Flying. First strike. 2/2.

**Silver Queen** SL R \*\*\* MG

Silver Queen counts as a Silver. 0/+0. Put a Silver token into play

Treat this token as a 1/1 colorless creature. 1/1.

**Selonis, Red Angel** SL R \*\*\* MG

Flying. Counts as a Red Angel. Pay 2 life. Return to owner's hand. 3/3.

**Sheekh's Minion** SC U \*\*\* MG

0/+0. Deal 2 damage to target white creature. 2/2.

**Sir Standard of Earyben** SL U \*\*\* MG

4/7.

**Sivrit Scarzam** SL U \*\*\* MG

6/4.

**Skotek Shy** SL R \*\*\* MG

Bury immediately if controller has no islands in play. 0/+0.

Put a -1/-1 counter on target creature. 0/3.

**Sky Spirit** SC U \*\*\* MG

Flying. First strike. 2/2.

**Silver Queen** SL R \*\*\* MG

Silver Queen counts as a Silver. 0/+0. Put a Silver token into play

Treat this token as a 1/1 colorless creature. 1/1.

**Selonis, White Angel** SL R \*\*\* MG

Flying. Counts as a White Angel. Pay 2 life. Return to owner's hand. 3/3.

**Sheekh's Minion** SC U \*\*\* MG

0/+0. Deal 2 damage to target white creature. 2/2.

**Sir Standard of Earyben** SL U \*\*\* MG

4/7.

**Sivrit Scarzam** SL U \*\*\* MG

6/4.

**Skotek Shy** SL R \*\*\* MG

Bury immediately if controller has no islands in play. 0/+0.

Put a -1/-1 counter on target creature. 0/3.

**Sky Spirit** SC U \*\*\* MG

Flying. First strike. 2/2.

**Silver Queen** SL R \*\*\* MG

Silver Queen counts as a Silver. 0/+0. Put a Silver token into play

Treat this token as a 1/1 colorless creature. 1/1.

**Selonis, Blue Angel** SL R \*\*\* MG

Flying. Counts as a Blue Angel. Pay 2 life. Return to owner's hand. 3/3.

**Sheekh's Minion** SC U \*\*\* MG

0/+0. Deal 2 damage to target white creature. 2/2.

**Sir Standard of Earyben** SL U \*\*\* MG

4/7.

**Sivrit Scarzam** SL U \*\*\* MG

6/4.

**Skotek Shy** SL R \*\*\* MG

Bury immediately if controller has no islands in play. 0/+0.

Put a -1/-1 counter on target creature. 0/3.

**Sky Spirit** SC U \*\*\* MG

Flying. First strike. 2/2.

**Silver Queen** SL R \*\*\* MG

Silver Queen counts as a Silver. 0/+0. Put a Silver token into play

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NAME	KIND	CR	PR	COST	SETS
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Enhanced creature gains +2/+2 for each other enchantment in play.  
**Ancient Silverback** SC R \*\*\* ● ● ● UD  
 Regenerate Ancient Silverback, 6/5.

**Apes of Rath** SC U \*\*\* ● ● ● TM  
 If Apes attacks, it does not untap during your next untap, 5/5.

**Arboria** SC U \*\*\* ● ● ● LG  
 If a player doesn't cast a spell or put a card into play on his turn, creatures may not attack that player and after his next turn.

**Arctic Wolves** SC U \*\*\* ● ● ● WL  
 CU When Arctic Wolves comes into play, draw a card, 4/5.

**Argothian Elder** SC U \*\*\* ● ● ● UZ  
 Untap two target lands, 2/2.

**Argothian Enchantress** EN R \*\*\* ● ● ● UZ  
 Cannot be the target of spells or abilities. Whenever you successfully cast an enchantment, draw a card, 0/1.

**Argothian Prowess** SC C \*\*\* ● ● ● AQ CH  
 Cannot be blocked by artifact creatures. Damage that Argothian Prowess takes from artifact creatures is reduced to 0-2/1.

**Argothian Swine** SC C \*\*\* ● ● ● LZ  
 Trample, 3/3.

**Argothian Trefolk** SC C \*\*\* ● ● ● AQ  
 Any damage Trefolk takes from an artifact is reduced to 0-3/5.

**Argothian Wurm** SC R \*\*\* ● ● ● LZ  
 Trample When Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library, 6/5.

**Armen of Thorns** E3 C \*\*\* ● ● ● MG  
 You may play Armor as an instant; if you do, bury it at end of turn. Play on a non-black creature. Enchanted creature gets +2/+2.

**Aspect of Wolf** EC R \*\*\* ● ● ● LUR, 4th, 5th  
 Target gets +X/+X where X is the half the number of forests you control.

**Archers** SC C \*\*\* ● ● ● LZ  
 Trample, Gains +1/+0 for each other Archers that attacks, 2/3.

**Autumn Willow** SL B \*\*\* ● ● ● LZ  
 Cannot be the target of spells or effects. ● Target player may target Willow with spells or effects at the end of turn, 4/4.

**Avenging Drinde** SC C \*\*\* ● ● ● EZ  
 If Drinde damages opponent, you may reveal cards from your library until you reveal a land. Put it into play and put all other revealed cards into your graveyard, 1/3.

**Avoid Fatu** INS C \* ● ● ● LG  
 Counter target interrupt or enchantment targeting a permanent you control.

**Awakening** EN R \*\* ● ● ● SH  
 At the beginning of each upkeep, untap all creatures and lands.

**Baldwyn Berserks** SC C \*\*\* ● ● ● IA  
 2/2.

**Barbary Ape** SC C \*\*\* ● ● ● LG  
 2/2.

**Barbed Felidae** EN J \*\*\* ● ● ● MG  
 When a creature attacks you, it does flanking. When a creature without flying attacks you, Barbed Felidae deals 1 damage to it.

**Barish** SC L \*\*\* ● ● ● WL  
 If Barish is put into graveyard from play remove Barish from the game, then shuffle it creature cards from your graveyard into your library, 4/3.

**Bayou Dragony** SC C \*\*\* ● ● ● TM  
 Flying, swampwalk, 1/1.

**Bequeathed** EC C \*\*\* ● ● ● EZ  
 If enchanted creature is put into any graveyard, draw two cards.

**Berserk** NS U \*\*\* ● ● ● LZ  
 Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.

**Bifurcate** SC R \*\*\* ● ● ● MM  
 Search your library for a copy of target creature card in play and put that card into play.

**Blind of Paradise** SC R \*\*\* ● ● ● Basic  
 Flying. ● Add one of any color to your mana pool, 0/1.

**Blindwood Archer** EC J \*\*\* ● ● ● AQ  
 Enchanted creature gains +X/+X where X is the number of forests you control.

**Blitzard** SC C \*\*\* ● ● ● UZ  
 4/5.

**Blitzard** EN R \* ● ● ● IA  
 Gains -2/+2 until end of turn when blocked or blocking, 1/1.

**Bloated Tad** SC U \*\*\* ● ● ● UL  
 Protection from blue. Cycling, 2/2.

**Blossoming Wraith** INS C \*\*\* ● ● ● WL  
 Gain life equal to the number of creatures in your graveyard.

**Boa Constrictor** SC U \*\*\* ● ● ● MW  
 Constrict gains -3/+3 and end of turn, 3/3.

**Boundary of the Heart** INS U \*\*\* ● ● ● AI  
 You may remove a green card in your hand from the game to cast Bound. Put three +1/+1 effects on any number of target creatures until end of turn.

**Briar Patch** EN L \*\*\* ● ● ● MM  
 Whenever a creature attacks you it gets -1/1 until end of turn.

**Brier Shield** EC C \*\*\* ● ● ● W  
 +1/+1. Sacrifice: Enchanted creature gets +3/-3 until end of turn.

**Broken Fall** EN C \*\*\* ● ● ● TM  
 Return Broken Fall to owner's hand. Regenerates target creature.

**Brown Ophid** SC C \*\*\* ● ● ● IA  
 ● ● ● Counter an artifact ability that requires an activation cost, 1/1.

**Bronchweld Trefolk** SC C \*\*\* ● ● ● LZ  
 4/5.

**Bronchweld Trefolk** SC C \*\*\* ● ● ● LZ  
 Flying, swampwalk, 1/1.

**Bronchweld Trefolk** SC C \*\*\* ● ● ● LZ  
 If Bronchweld blocks or is blocked it gets +2/+2, 3/2.

**Bull Elephant** SC C \*\*\* ● ● ● VS  
 When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant, 4/4.

**Bull Hippo** SC J \*\*\* ● ● ● JZ  
 Isawekind, 3/3.

**Burrowing** EN R \*\*\* ● ● ● SH  
 Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.

**Call of the Wild** EN R \*\*\* ● ● ● WL, 5th  
 ● ● ● Reveal the card of your library to all players. If that card is a creature card put it into play. Otherwise, discard it.

**Caller of the Hunt** SC R \*\*\* ● ● ● MA  
 As you play Caller of the Hunt, choose a creature type. Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type, 7/7.

**Camouflage** NS L \*\*\* ● ● ● LZ  
 Place your attacking creatures face down and rearrange them. Rveal them only after defense is chosen. Ignore illegal blocks.

**Canopy Dragoon** SC R \*\*\* ● ● ● MG  
 Tremolo, 2/2. Flying and loses trample until end of turn, 4/4.

**Canopy Spider** SC C \*\*\* ● ● ● TM  
 Canopy Spider can block creatures with wings, 1/3.

**Carapace** EC C \*\*\* ● ● ● HLT, 5th  
 +0/+2. Sacrifice Carapace to regenerate the creature it enchants.

**Caravassal** SC R \*\*\* ● ● ● SH  
 Trample. ● ● ● Regenerate Carnassial, 5/4.

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**Caravassal Plant** SC C \*\* ● ● ● DK, 4th

Counts as a well, 4/6.

**Carpet of Flowers** EN J \*\* ● ● ● JL  
 During your main phase, you may add up to X mana of one color to your pool, where X is the number of islands target opponent controls.

**Cartographer** SC U \*\*\* ● ● ● EX  
 When Cartographer comes into play, you may return target land card from your graveyard to your hand, 2/2.

**Cat Warriors** SC C \*\*\* ● ● ● MM  
 Discard a card: Prevent all combat damage that would be

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Add one token per spell you play ● for each token or hury Cyclone and do 1 damage per token to all players and creatures.

**Darkwing Elves** EN J \*\* ● ● ● JL  
 Protection from black. Cycling, 2/2.

**Daughter of the Everglades** ST L \*\*\* ● ● ● HL  
 ● Redirect 1 damage from target white creature to Daughter, 2/4.

**Dawnstrider** SC R \*\*\* ● ● ● MM  
 Discard a card: Prevent all combat damage that would be

NAME	KIND	CR	PR	COST	SETS
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**Eboshi Archers** SC R \*\*\* ● ● ● Basic  
 First strike, 2/1.

**Eboshi Bard** SC U \*\*\* ● ● ● AI  
 All creatures able to block Bard must do so, 2/4.

**Eboshi Berserker** SC C \*\*\* ● ● ● EX  
 For each creature that blocks it, Berserker gets +1/+1 until end of turn, 1/1.

**Eboshi Farmer** SC R \*\*\* ● ● ● FE  
 Put a spare counter on Farmer during your upkeep. Remove three spare counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling, gain 2 life, 0/2.

**Eboshi Fury** INS C \*\*\* ● ● ● TM  
 Buyback, ● Target creature gets +2/+2 until end of turn.

**Eboshi Hunter** SC C \*\*\* ● ● ● LZ  
 ● Target creature gains trample until end of turn, 1/1.

**Eboshi Hunter** SC C \*\*\* ● ● ● FE  
 ● ● Target creature does not untap during its next untap step, 1/1.

**Eboshi Lookout** SC C \*\*\* ● ● ● UD  
 Eboshi Lookout can't be the target of spells or abilities, 1/1.

**Eboshi Lyrist** SC C \*\*\* ● ● ● LZ  
 ● ● ● Sacrifice: Destroy target enchantment, 1/1.

**Eboshi Piper** SC R \*\*\* ● ● ● LD  
 ● Put a creature card from your hand into play 1/1.

**Eboshi Ranger** SC C \*\*\* ● ● ● AJ  
 4/1.

**Eboshi Scout** SC C \*\*\* ● ● ● FE  
 ● Untap a target attacking creature you control. Creature neither deals nor receives damage in combat, 1/1.

**Eboshi Spirit Guide** SC U \*\*\* ● ● ● AI  
 If Eboshi Spirit Guide is in your hand, you may remove it from the game to add ● to mana pool, 2/2.

**Emerald Charm** INS C \*\*\* ● ● ● VS  
 Choose one—Untap target permanent; or destroy target global enchantment, or target creature loses flying until end of turn.

**Emerald Dragonfly** SC C \*\*\* ● ● ● LG, CH  
 Flying, ● First strike until end of turn, 1/1.

**Emperor Crocodile** SC R \*\*\* ● ● ● UD  
 When you control no other creatures, sacrifice Crocodile, 5/5.

**Endangered Armadan** SC C \*\*\* ● ● ● SH  
 If you control any creature with toughness 2 or less, sacrifice Armadan, 4/5.

**Endless Worm** SC R \*\*\* ● ● ● LZ  
 Trample. During your upkeep, sacrifice an enchantment or sacrifice Worm, 9/9.

**Erinnan Ojinn** SC U \*\*\* ● ● ● AN CH  
 During upkeep give forestwalk to an opponent's creature until next upkeep, 4/5.

**Erithzon** SC R \*\*\* ● ● ● MM  
 Whenever Erithzon attacks put a +1/+1 counter on target creature of defending player's choice, 4/4.

**Essence Filter** SOR C \*\*\* ● ● ● IA  
 Destroy either all enchantments or all enchantments that aren't white.

**Eurika** SOR R \*\*\* ● ● ● LZ  
 Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has X in its casting cost, X is C.

**Exploration** EN R \*\*\* ● ● ● UZ  
 You may play an additional land each turn.

**Fairie Nobe** SC R \*\*\* ● ● ● HL  
 Flying. All Fairies gain +1/+1. ● All Fairies gain +1/+0 until the end of turn, 2/2.

**Fallen Earth** SOR L \*\*\* ● ● ● MG, 5th  
 Put target land on top of owner's library.

**Fallen Worm** SC J \*\*\* ● ● ● WL  
 When Worm comes into play, discard a land or bury Worm, 9/9.

**Familiar Ground** EN U \*\*\* ● ● ● WL, 6th  
 Each of your creatures cannot be blocked by more than one creature.

**Fantastic Fever** INS U \*\*\* ● ● ● IA  
 Give a creature +3/+3 and trample until end of turn.

**Fastbond** EN R \*\*\* ● ● ● LUR  
 There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play.

**Fecundity** EN U \*\*\* ● ● ● UZ  
 Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.

**Feral Archers** SC U \*\*\* ● ● ● MG, 6th  
 ● Do 4 damage to target attacking creature with flying, 2/2.

**Feral Instinct** INS C \*\*\* ● ● ● VS  
 Target creature gets +1/+1 until end of turn. Carrion.

**Feral Thallid** SC U \*\*\* ● ● ● FE  
 Add a counter during upkeep. Remove 3 counters: Regenerates, 6/3.

**Ferocity** EC C \*\*\* ● ● ● MM  
 Wregaver enchanted creature becomes blocked, you may put a -1/+1 counter on it.

**Fertile Ground** E, C \*\*\* ● ● ● UZ  
 Whenever target is tapped for mana, it produces an additional mana of any color.

**Fir Sprites** SC C \*\*\* ● ● ● LG  
 Flying, ● Add ● to your mana pool, 1/1.

**Falling Drake** SC U \*\*\* ● ● ● TM  
 Flying. If Falling Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn, 2/2.

**Floral Spazzan** SC U \*\*\* ● ● ● LG  
 If Spazzan attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage, 2/2.

**Fog** INS C \*\*\* ● ● ● Basic, MG  
 Creatures deal no damage in combat this turn.

**Folk of An-Narrva** SC C \*\*\* ● ● ● HL  
 If assigned as a blocker, Folk gets +2/+0 until end of turn, 1/1.

**Folk of the Pines** SC U \*\*\* ● ● ● IA  
 ● ● +1/+0 until end of turn, 2/2.

**Feed Chase** EN R \*\*\* ● ● ● MM  
 Remove a creature you control from the game; Add X mana of any color to your pool where X is the creature's converted cost plus one. This mana may only be spent to play creature spells.

**Forbidden Lore** EL R \*\*\* ● ● ● IA  
 Tap enchanted land: Target creature gains +2/+1 until end of turn.

**Force of Nature** SC C \*\*\* ● ● ● UZ, 5th, 6th  
 Trample. Pay ●●●●● during upkeep or Force does 2 damage to you, 8/8.

**Forgotten Lore** SOR U \*\* ● ● ● IA  
 Opponent chooses a card in your graveyard. You may pay ● to have opponent choose a different card. Draw the last card chosen.

**Fortitude** EC C \*\*\* ● ● ● UZ  
 When Fortitude is put into a graveyard from play, return it to owner's hand. Sacrifice a forest. Regenerate enchanted creature.

**Fester** EN R \*\*\* ● ● ● MM  
 Fester.



**I put up a regeneration shield on my Horned Troll, and then the Troll is dealt 3 damage and regenerates. Later in the turn, the Troll is dealt one more damage. Do I need to regenerate again?**

**No. When a regeneration shield gets used up, all the damage is removed from the creature.**

# MAGIC

The Gathering

## Players Guide

NAME	KIND	CR	PR	COST	SETS
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Whenever a creature you control is put into a graveyard, you may pay . If you do, return cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

**Festive** NS C .. . 1A,5b Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. *Centrifuge*

**Freyja's Supplement** SC U .. . 1A . Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. *1/1*

**Freyja's Charm** EN L .. . 1A Draw a card when any opponent successfully casts a black spell. *1/1* Return Freyja's Charm to your hand.

**Freyja's Winds** EN R .. . 1A Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.

**Frog Tongue** EC C .. . TM When Frog Tongue comes into play, draw a card. Enchanted creatures can attack with flying.

**Fugitive Druid** SC C .. . 1A Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. *3/2*

**Fungal Bloom** EN R .. . FE Put a spore counter on target Fungus.

**Fungus Elemental** SC R .. . WL Sacrifice a forest. Put a -2/+2 counter on Fungus Elemental. Use the ability only if Fungus Elemental came into play this turn. *3/3*

**Fungusaur** SC R .. . 1L,R,4th,5th Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. *2/2*

**Fyndhorn Brownie** SC C .. . 1A,6th . Untap target creature. *1/1*

**Fyndhorn Druid** SC C .. . A Untap a card from your graveyard after it blocks. *4/4*

**Fyndhorn Elder** SC U .. . 1A,5th,6th . Add . to your mana pool. *1/1*

**Fyndhorn Elves** SC C .. . A . Add . to your mana pool. *1/1*

**Fyndhorn Pellen** EN R .. . A CU . All creatures get -1/-1. All creatures get -1/-1 until end of turn.

**Gaeaf Avenger** SC R .. . AU Number of artifacts opponent has in play +1/+1. *+1/+1*

**Gaeaf Blessing** SOR J .. . WL Target player shuffles up to three target cards from his graveyard into his library. Draw a card if Blessing is put into your graveyard from your library. Shuffle your graveyard into your library.

**Geas' County** SOR C .. . UZ Search your library for up to two forests, reveal them, and then put them into your hand.

**Geas' Embrace** EC U .. . UZ Enchanted creature gets +3/+3 and gains trample and . Regenerates.

**Geas' Legs** SC R .. . 1L,R,4th,5th Turn any land into a forest. All lands return to normal when Geas' Legs leaves play. *1/1* The number of forests you control; when attacking \* the number of forests a geas controls. *1/1*

**Geas' Touch** EX C .. . OK You may put one extra card into play each turn if that land is a basic forest. Sacrifice . to your mana pool.

**Gamekeeper** SC L .. . UD When Gamekeeper is put into your graveyard from play remove Gamekeeper from the game. Reveal cards from your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard. *2/2*

**Game Preserve** EN R .. . MM At the beginning of your upkeep, each player reveals the top card of his library. If all cards reveal this way are creature cards, put those cards into play under their owners control.

**Gang of Elk** SC U .. . 1A,5b Whenever a creature blocks it, Gang gets +2/+2 until end of turn. *5/4*

**Gardens of Seraphim** SC R .. . 1A During your upkeep, sacrifice a forest or burn Gilva and take 7 damage. If you sacrifice a snow-covered forest, Gilva gets trample and end of turn. *1/1* Gilva does damage equal to its power to any other target creature. Creatures block damage equal to its power to Gilva. *7/7*

**Gazebos Ogre** SC C .. . AN,5th,6th During Gazebo's upkeep, Gazebo's Ogre switches to the control of the player with the most life. *2/2*

**Giant Badger** SC R .. . PR Badger gets -2/+2 until end of turn if used as a blocker. *2/2*

**Giant Caterpillar** SC C .. . VS,M,M

**Giant Butterfly** Put a 1/1 green Butterfly token with flying into play at end of turn. *3/3*

**Giant Growth** INS C .. . Basic,A Target creature gets +3/+3 until end of turn.

**Giant Mantis** SC C .. . MG Giant Mantis can block creatures with flying. *2/2*

**Giant Spider** SC C .. . Basic

Giant Spider can block creatures with flying. *2/2*

**Giant Turtle** SC C .. . LG Giant Turtle may not attack if it did so during its last turn. *2/2*

**Gibber Hyena** SC C .. . MG Gibber Hyena cannot block black creatures. *3/2*

**Gift of the Woods** EC C .. . A If enchanted creature blocks or is blocked by any creature, it gets +0/+3 until end of turn and you gain 1 life.

**Glyph of Reincarnation** INS C .. . LG Buy all creatures blocked by target will this turn. For each such creature, choose a creature from attacker's graveyard and return

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It to play under attacker's control. Play after combat.

**Goliath Beetle** SC C .. . UD Trample, 3/1.

**Golian Berserker** SC C .. . AI Trample, rampage. 2, Cannot be blocked by less than three creatures. *2/3*

**Golian Chieftain** SC C .. . AI,Bth,3/3,Regenerates. *3/3*

**Golian Pack** Foresthome 3/3.

**Golian Warrier** SC C .. . IZ,3/2.

**Granzer Goldfinch** SC C .. . MG

\* Target creature gains first strike. *1/1* Grangefinch does 1 damage to target creature or player and damage to you. *1/1*

**Grauline Greeter** EN R .. . UZ

Sacrifice a creature. Draw cards equal to the sacrificed creature's power, then choose and discard three cards.

**Grizzly Bear** SC C .. . Basic

Grizzly Bear . Untap target attacking creature. Create neither deals nor receives damage during combat this turn. *Centrifuge*

**Gryphon Drake** SC U .. . IA . Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. *1/1*

**Gryphon's Charm** EN L .. . IA . Draw a card when any opponent successfully casts a black spell. *1/1* Return Gryphon's Charm to your hand.

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Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. *2/2*

**Fyndhorn Brownie** SC C .. . 1A . Untap target creature. *1/1*

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Badger gets -2/+2 until end of turn if used as a blocker. *2/2*

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**Giant Butterfly** Put a 1/1 green Butterfly token with flying into play at end of turn. *3/3*

**Giant Growth** INS C .. . Basic,A

Target creature gets +3/+3 until end of turn.

**Giant Mantis** SC C .. . MG

Giant Mantis can block creatures with flying. *2/2*

**Giant Spider** SC C .. . Basic

Giant Spider can block creatures with flying. *2/2*

**Giant Turtle** SC C .. . LG

Giant Turtle may not attack if it did so during its last turn. *2/2*

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Gibber Hyena cannot block black creatures. *3/2*

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If enchanted creature blocks or is blocked by any creature, it gets +0/+3 until end of turn and you gain 1 life.

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Buy all creatures blocked by target will this turn. For each such creature, choose a creature from attacker's graveyard and return

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creature. Whenever you play a land, Stag becomes an enchantment.

**Ghored Silver** SC U .. . TM

All Silvers gain trample. *2/2*

**Ghored Troll** SC C .. . MM

Regenerate Troll, 2/2.

**Hornet Colors** SC C .. . LG

First strike, 2/1.

**Hot Springs** EL R .. . IA

Untap enchanted land. Prevent 1 damage to any target.

**Howling Wolf** SC C .. . MM

When Wolf comes into play, you may search your library for up to these Wolf cards and put them into your hand.

**Hungry Mist** SC C .. . HL,5th

During your upkeep, pay . or buy Hungry Mist. *6/2*

**Hunted Wumpus** SC U .. . MM

When Wumpus comes into play, each other player may put a creature card from his hand into play under his control. *6/6*

**Hunting Moa** EN U .. . UD

Whenever Moa comes into play or is put into a graveyard by you, put a +1/+1 counter on target creature. *3/3*

**Hurricane** SC R .. . Basic,A

Do X damage to all players and flying creatures.

**Ice** SOR C .. . LU

Destroy all enchantments. *Cycloids* *2/2*

**Ice Storm** SOR U .. . LU

Destroy target and

**Ikoune Dragon** SC U .. . LG

Do 4 damage to any opponent casting an instant, except for the first one cast by that player that turn. *1/1*

**Il-Biff Etreat** SC R .. . AN

Flying. *Do* 1 damage to all players and flying creatures.

**Il-Goth** SOR C .. . LU

Enchanted creature gains haste. *1/1* Untap enchanted

**Imbued Elemental** SC C .. . Basic,A

Enchanted creature gains haste. *1/1* Untap enchanted

**Imp** SOR C .. . LU

Enchanted creature gains haste. *1/1* Untap enchanted

**Impudent Elemental** SC C .. . Basic,A

Enchanted creature gains haste. *1/1* Untap enchanted

**Impulsive Elemental** SC C .. . Basic,A

Enchanted creature gains haste. *1/1* Untap enchanted

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NAME	KIND	CR	PR	COST	SETS
Momentum	EC	U	***	●	JD

At the beginning of your upkeep, you may put a counter on Momentum. Enchanted creature gets +1/+1 for each counter.

**Mangled Pack** SC R \*\*\* ● TM If Pack is put into any graveyard from play during combat, put four 1/1 green Round tokens into play. 4/1.

**Mortal Wound** EC C \*\*\* ● VS If damage is dealt to an enchanted creature, destroy it.

**Moss Monster** SC C \*\*\* ● LD 3/6

If Moss Monster is destroyed, it becomes a 3/3 green 1/1.

**Mitanda Lien** SC C \*\*\* ● MG If Mitanda Lien attacks, defending player may tap it to have it do no combat damage this turn. 2/1.

**Mischief** SDR C \*\*\* ● SH Reveals the top 4 cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.

**Mithrandir, Many-Gloved** SL R \*\*\* ● UL Has power and toughness each equal to the total number of cards in all players' libraries. Become the target of spells or abilities. 7/7

**Mithrandir's Acolyte** SC C \*\*\* ● UL Leo When Mithrandir's Acolyte comes into play, draw a card. 2/1.

**Mithrandir's Oracle** SC D \*\*\* ● LD Destroy all enchantments. Gain 2 life for each one destroyed.

**Mithrandir's Presence** EN U \*\*\* ● JL Whenever a spell you play is countered, draw a card.

**Muscle Silver** SC C \*\*\* ● TM All Silver gets +1/+1 1/1.

**Mwennul Gaze** SC R \*\*\* ● WL CD: Oliza has power and toughness each equal to 1 plus its last pad cumulative upkeep 1-7/1.

**Nefo App** SC C \*\*\* ● AN 4th If App ceases to opponent, it does an additional 1 damage during opponent's next upkeep unless it is put before then. 1/1.

**Natural Affinity** NS R \*\*\* ● MM All lands become 2/2 creatures until end of turn.

**Natural Balance** SDR R \*\*\* ● MG Each player with six or more lands sacrifices enough lands to reduce his total to five. Each player with four or fewer lands may search his library for enough basic land to bring his total to five and put them into play.

**Natural Order** SDR R \*\*\* ● VS Sacrifice a green creature: Search your library for a green creature card, put it into play if it was just played.

**Natural Selection** INS R \*\*\* ● LU Look at top three cards of any library. You may then shuffle that library. May, this card sucks.

**Natural Spring** SOR C \*\*\* ● TM Target player gains 8 life.

**Nature's Chosen** EC U \*\*\* ● AI Play on one of your creatures. Untap creature. Jot only curing your turn and only once per turn. Tap creature toUntap a permanent. Use only if enchanted creature is white and only once each turn.

**Nature's Kiss** EC C \*\*\* ● W

Remove top card in your graveyard from the game.

Enchanted creature gets +1/+1 until end of turn.

**Nature's Lure** SDR U \*\*\* ● IA 5th Search your library for one forest and put it into play.

**Nature's Resources** SDR R \*\*\* ● WL 8th Each player draws a number of cards equal to the number of creature cards in his graveyard.

**Nature's Revolt** EN R \*\*\* ● TM All lands are 2/2 creatures.

**Nature's Wrath** EN R \*\*\* ● AI During your upkeep, pay or bury Wrath. Whenever a player puts a swamp or black permanent into play, he sacrifices a swamp or black permanent. Whenever a player puts an island or a blue permanent into play, he sacrifices an island or a blue permanent.

**Needle Storm** SDR U \*\*\* ● TM Needle Storm deals 4 damage to each creature with flying.

**Netherbotten Bjorn** SC U \*\*\* ● MG During your upkeep, Netherbotten Bjorn deals 1 damage to you. 4/4

**Neill Silvahn** SC R \*\*\* ● DK Regenerates target creature. 2/2

**Night Soil** EN C \*\*\* ● FE Take two creatures in any graveyard and remove them from the game to put a Scouring token, a 1/1 green creature, into play.

**Numbering Liquid** SC U \*\*\* ● TH

Loose this ability and becomes a creature enchantment that reads: "Regenerate enchanted creature" instead of a creature. Move Liquid onto target creature. You may pay to end this effect. 1/1

**Oneth of Drudis** EN R \*\*\* ● EX

During each player's upkeep if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card, putting it into play and the rest into his graveyard.

**Overgrowth** EL C \*\*\* ● SH Whenever enchanted land is tapped for mana, it produces an additional 2/2.

**Overrun** SDR U \*\*\* ● TM All your creatures get +3/+3 and trample until end of turn.

**Pale Bears** SDR C \*\*\* ● IA Islandwalk, 2/2.

**Pangousar** SC R \*\*\* ● MM Whenever a player plays a land return Pangousar to your hand. 6/6

**Panther Warriors** SC G \*\*\* ● VS 6/6

**Pattern of Rebirth** EC C \*\*\* ● LD When enchanted creature is put into a graveyard from play that creature's controller may search his library for a creature card and put that card into play.

**People of the Woods** SC J \*\*\* ● DK "number of forests you control" 1/1

**Pincer Beetles** SC C \*\*\* ● TM Pincer Beetles cannot be the target of spells or abilities. 3/3

**Pixie Queen** SC R \*\*\* ● VS 6/6

Give target creature flying until end of turn. 1/1

**Plated Rootwalla** SC C \*\*\* ● EX 3/4-4/3 until end of turn. Use only once each turn. 3/3

**Plated Spider** SC C \*\*\* ● SD Plated Spider may block as though it had flying. 4/4

**Plow Under** SDR R \*\*\* ● UD Put two target lands onto the top of their owners' library.

**Pounding Jaguar** SC C \*\*\* ● UZ End 3/2

**Powerbreak** EN U \*\*\* ● AQ Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.

**Pradess Byses** SC C \*\*\* ● LG 4th, 5th

NAME	KIND	CR	PR	COST	SETS
<b>Predatory Hunger</b> EC C *** ● EX					

Give target creature -3/-3 until end of turn. 1/1.

**Prefereed Selection** EN R \*\*\* ● MG

Whenever any opponent successfully casts a creature spell, put a +1/-1 counter on enchanted creature.

**Ritual of Solitude** EN R \*\*\* ● IA

At the beginning of your play phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Selection and pay ● to draw the card.

**Riot of Titans** SC C \*\*\* ● UZ

Add ● to your mana pool for each Elv in play. 1/1.

**Rival Order** EN R \*\*\* ● HL 5th

During player's upkeep Rival Order deals 1 damage to that player for each non-basic and he controls.

**Rival Rage** EN U \*\*\* ● SH

All creatures you control gain trample.

**Riviera** INS C \*\*\* ● SH

Untap target creature you do not control. That creature blocks this turn if able. Draw a card.

**Rivyn Allescarus** SC R \*\*\* ● IA

Swampwalk, 2/2.

**Rivyn Troll** SC C \*\*\* ● EX

For each creature that blocks it, Rivyn Troll gets +1/+1 until end of turn. ● Untap.

**Rivyn's Gift** SC C \*\*\* ● IA

Untap target creature you do not control. That creature blocks this turn if able. Draw a card.

**Rivyn's Marketplace** SC R \*\*\* ● IA

Return target artifact, enchantment, or land to its owner's hand.

The youths of Rivyn's marketplace are always ready for a quick boisterous...

NAME	KIND	CR	PR	COST	SETS
<b>Rivyn's Marketplace</b> SC R *** ● IA					

All players play with their hands face up.

**Rivyn's Reward** SOR U \*\*\* ● MM

Return target green card from your graveyard to your hand.

**Rivyn's Tarn** SC C \*\*\* ● IA

Snow-cover forestwalk 1/2.

**Rivyn's Treasures** SC C \*\*\* ● IA

CD: At mid-range, launching lances now produce colorless mana.

**River Bee** SC U \*\*\* ● VS 6th

Islandwalk, 2/2: Regenerate 2/1.

**Rivulet's Gift** SC C \*\*\* ● UD

Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each revealed this way.

**Rivulet's Reward** SC C \*\*\* ● UD

Add ● to your mana pool for each Forest you control 2/1.

**Rogue Elephant** SC C \*\*\* ● WL

When Elephant comes into play sacrifice a forest or bury

Elephant, 3/3.

**Root Maze** EN R \*\*\* ● TM

All artifacts and lands come into play tapped.

**Root Spider** SC U \*\*\* ● HL

Target creature gets +1/+1 and can block creatures with flying until end of turn.

**Rootwrake** SC C \*\*\* ● TM

Trample, 6/6.

NAME	KIND	CR	PR	COST	SETS
<b>Roxana's Curse</b> SC C *** ● TM					

Buy all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.

**Scaker of Skyreach** SC C \*\*\* ● TM

Untap target creatures, 2/2.

**Sense Haste** INS C \*\*\* ● MG

Destroy all land enchantments.

**Shambeling Strider** SC C \*\*\* ● IA

+1/+1 until end of turn, 5/5.

**Shandrin Dryads** SC C \*\*\* ● Basic

Forswak, 1/1.

**Sheikin Brownie** SC C \*\*\* ● LG

Remove bands with mana ability from target creature until end of turn. 1/1. Gia, because so many creatures have that ability.

**Shirk** INS C \*\*\* ● HL 6th

Target creature gets +1/+1 until end of turn.

**Shirk Net** INS C \*\*\* ● UL

Target creature gets +1/+1 and can block creatures with flying until end of turn.

**Silverblade Elemental** SC C \*\*\* ● MM

When Elemental comes into play, you may search your library for a forest card and put it into play.

**Silverblade Pathfinder** SC U \*\*\* ● MM

Discard a card. Search your library for a basic land and put that card into play tapped.

**Silmar** SC C \*\*\* ● UL

You may play Silmar any time you could play an instant.

**Singing Tree** SC R \*\*\* ● AN

Reduce attacking creature's power to 0 until end of turn.

**Slymard Archer** SC C \*\*\* ● SH

Target creature gets flying +1/+1 until end of turn.

**Slymard Elf** SC C \*\*\* ● TM

Put it to your pool.

**Slymard Elite** SC U \*\*\* ● EX

Gain +2/+2 as long as opponent controls a nonbasic land.

**Slymard Ranger** SC C \*\*\* ● TM

Put a land from your hand into play. Play as a sorcery.

**Slymard Troll** SC C \*\*\* ● TM

Regenerate Slymard Troll, 3/3.

**Slymard War Beast** SC R \*\*\* ● EX

Trample. War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls.

**Snake Pit** EN J \*\*\* ● MM

Whenever an opponent plays a basic black spell, you may put a 1/1 green Snake token into play.

**Snorting Gahr** SC C \*\*\* ● MM

Wyrnor Gahr is blocked; it gains +2/+2 until end of turn.

**Snowbird** SC R \*\*\* ● IA

Target creature gets -1/-1. \* is the number of snow-covered lands or swamps that creature attacks. Otherwise, equals number of snow-covered lands creature's controller owns.

**Song of Servility** OH U \*\*\* ● EX

Creatures with any enchantments on them cannot attack or block.

**Spectre** SC L \*\*\* ● MM

It bears as a specter and defending player controls no black cards. Bears do not count as normal. Next step: 3/3.

**Spider Climb** EC C \*\*\* ● VS

You may play Spider Climb as an instant. If you do, buy it at end of turn. Creatures with +0/+3 and can block creatures with flying.

**Spidervile Armor** EN C \*\*\* ● MM

Creatures you control gain +0/+1 and may block as though they had flying.

**Spike Breeder** SC R \*\*\* ● SH

Breeder comes into play with three +1/+1 counters on it.

**Spire Colony** SC C \*\*\* ● SH

Comes into play with +0/+1 counter on target creature. Remove a counter from Breeder. Put a +1/+1 counter on target creature.

**Spire Drone** SC C \*\*\* ● TH

Drone comes into play with one +1/+1 counter on it. Remove a counter from Drone. Put a +1/+1 counter on target creature.

**Spire Feeder** SC C \*\*\* ● SH

Feeder comes into play with two +1/+1 counters on it. Remove a counter from Feeder. Put a +1/+1 counter on target creature.

**Spire Hatchet** SC R \*\*\* ● EX

Comes into play with six +1/+1 counters on it. Remove a counter from Hatchet. Put a +1/+1 counter on target creature.

**Spire Rogue** SC J \*\*\* ● EX

Rogue comes into play with two +1/+1 counters on it. Remove a counter from Rogue. Put a +1/+1 counter on target creature.

**Spire Worker** SC C \*\*\* ● SH

Worker comes into play with three +1/+1 counters on it. Remove a counter from Worker. Put a +1/+1 counter on target creature.

**Spined Warm** SC C \*\*\* ● SH

Spined Warm is put into play with three +1/+1 counters on it. Remove a counter from Spined Warm.

**Splitting Slug** SC U \*\*\* ● DK

Fist strike until end of turn. If this ability is not used every creature in combat with Slug gains first strike.

**Splinter** SOR J \*\*\* ● UD

Remove target artifact from game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game.

**Spinning Wind** EN C \*\*\* ● AI

Do one damage to target creature. Put a Splinter taken into play. Treat as a 1/1 flying green creature with CU. If this token leaves play, it deals 1 damage to you, and to each creature you control.

**Spontaneous Generation** SOR R \*\*\* ● MM

Put a 1/1 Snapping token into play for each card in your hand.

**Spore Cloud** INS C \*\*\* ● PE

Tap all blocking creatures. No creatures in combat do no damage.

No creatures in combat until as normal during their controllers next unto step.

**Spore Flower** SC U \*\*\* ● PE

Put a counter on Flower during upkeep. Remove 3 counters from

the game.

**Reincarnation** INS C \*\*\* ● LS

If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.

**Rejuvenation** SC C \*\*\* ● UZ

Can 3 life. Cycling.

**Renewal** SDR C \*\*\* ● HL

Sacrifice a land: Search your library for a basic and put it into play.

**Repopulate** INS C \*\*\* ● LS

Shuffle all creature cards from target player's graveyard into that player's library. Cycling.

**Respite** INS C \*\*\* ● TM

Creatures do not combat damage this turn. Can 1 life for each attacking creature.

**Resuscitate** INS U \*\*\* ● EX

Unit and each cross each are you control gains ● Regenerate.

**Restitution** EN J \*\*\* ● JL

Each target creature gains "Whenever a creature blocks it, this creature gets +1/+1 until end of turn."

**Revelation** EW R \*\*\* ● LG, CH

Unit and each cross each are you control gains ● Regenerate.

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# MAGIC

The Gathering

## Players Guide

### NAME KIND CR PR COST SETS

Flower to prevent creatures from dealing damage in combat. C/1.

**Sporngrowth** EN R \*\*\* UZ

During your upkeep, you may put a fungus counter on target non-token creature. Whenever a creature with a fungus counter on it is put into a graveyard, play a 1/1 green Saproling token into play for each of those fungus counters. When Sporngrowth leaves play, remove all fungus counters from all creatures.

**Spreading Algae** EL U \*\*\* UZ

Play only on a swamp. When enchanted land becomes tapped, destroy that land. When Algae is put into a graveyard from play, return it to owner's hand.

**Squall** SDR C \*\*\* MM

Deals 2 damage to each creature with flying.

**Squallmonger** SC U \*\*\* MM

Deals 1 damage to each creature with flying and each player. Any player may use this ability. 3/3.

**Stalking Tiger** SC C \*\*\* MG,6th

Cannot be blocked by more than one creature. 3/3.

**Stamina** SC U \*\*\* MM

Attacking does not cause enchanted creature to tap. Sacrifice.

**Stampede** INS R \*\*\* MM,5th

All attacking creatures get trample and +1/+0 until end of turn.

**Stampeding Wildbeast** SC U \*\*\* VS

Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

**Storm Front** EN U \*\*\* TM

Tap target creature with flying.

**Storm Seeker** INS U \*\*\* LG, CH

Do 1 damage to opponent every card he has in hand.

**Stream of Life** SDR C \*\*\* Basic

Target player gains X life.

**Striped Boars** SC C \*\*\* WL

When Striped Boars comes into play, draw a card. 2/2.

**Stunted Growth** SDR R \*\*\* IA

Target player must put 3 cards from his hand on top of his library.

**Subdue** INS C \*\*\* LG

Target creature deals 0 damage and gets +0/+X, where X is its casting cost.

**Summer Bloom** SDR U \*\* VS,6th

You may play up to three additional lands this turn.

**Supernatural Numbers** SDR U \*\*\* MG

Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.

**Survival of the Fittest** EN R \*\*\* EX

Discard a creature card; Search your library for a creature card.

reveal that card to all players and put it into your hand.

**Sustenance** EN U \*\*\* MM

Sacrifice a land. Target creature gains +1/+1 until end of turn.

**Sylvan Hierophant** SC U \*\*\* MM

If Hierophant is put into any graveyard from play, remove it from the game, then return a creature from your graveyard to your hand. 1/2.

**Sylvan Library** EN R \*\*\* LG,4th,5th

You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.

**Sylvan Paradise** INS U \*\*\* LG

Change the color of one or more creatures to green and end of turn.

**Symbiosis** INS C \*\*\* MM, UZ

Two target creatures each get +2/+2 until end of turn.

**Tarpan** SC C \*\*\* IA,5th

You gain 1 life if Tarpan goes to the graveyard from play. 1/1

**Taste of Paradise** SDR C \*\*\* A

Gain 3 life. Gain 3 life for each **UZ** you, pay over the casting cost.

**Taunting Elf** SC C \*\*\* UD

All creatures able to block Taunting Elf do so. D/1.

**Temping Lizard** SC C \*\*\* SH

Block becomes a creature enchantment that reads "All creatures able to block enchanted creature do so." Move Lizard onto target creature. You may play **UZ** and the effect. 2/2.

**Thallid** SC C \*\*\* FE

Put a counter on Thallid during upkeep. Remove three counters to put a 1/1 green Saproling token into play.

**Thallid Devourer** SC U \*\*\* FE

Put a counter on Devourer during upkeep. Remove three counters to put a 1/1 green Saproling token into play. Sacrifice a Saproling. +1/+2 until end of turn. 2/2.

**Thalos's Chant** EN U \*\*\* FE

Do 3 damage to any player who puts a swamp into play without putting a 1-1 counter on a creature he controls.

**Thalos's Curse** SC C \*\*\* FE

Blue creatures do not untap. During upkeep, a blue creature's controller may play **UZ** to untap one and only one creature.

**Thalos's Druid** SC U \*\*\* FE

Sacrifice a green creature to turn its forests into 2/3 creatures until end of turn. 1/1.

**Thalos's Monk** SC R \*\*\* FE

Sacrifice a green creature to turn a land into a basic forest. 1/2.

**Thermokarst** SDR U \*\*\* IA

Destroy target land. You gain 1 life if that land is snow-covered.

**Thiket Basilisk** SC U \*\*\* Basic

Any non-will creature blocking or blocked by Basilisk is destroyed at end of combat. 2/4.

**Thorn Elemental** SC R \*\*\* UD

Thorn Elemental may deal its combat damage to defending player as though it wasn't blocked. 7/7.

**Thorn Thallid** SC C \*\*\* FE

During your upkeep, put a counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target. 2/2.

**Thoughtseize** EN U \*\*\* IA

Gain 1 life whenever target opponent taps an island.

**Tiger Claws** EC C \*\*\* MM

You may play Claws any time you could play an instant. Enchanted creature gains +1/+1 and has trample.

NAME	KIND	CR	PR	COST	SETS
<b>Timber Wolves</b> SC R ** UZ,R,4th					
Banding 1/1.					
<b>Thuder Wall</b> SC C *** IA					
Sacrifice: Add <b>UZ</b> to your mana pool. Sacrifice: Do 2 damage to target creature. Wall blocks D/3.					
<b>Thun's Bonn</b> SDR U *** UZ					
Put a +1/+1 counter on each creature you control.					
<b>Thun's Cheesin</b> SC U *** UZ					
Whenever a player successfully casts a green spell, put a +1/+1 counter on Chosen. 1/1.					
<b>Thun's Song</b> EN U *** A/R,4th,5th					
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.					
<b>Tomato</b> EN R *** AI					
CU <b>UZ</b> Pay 3 life for each counter on Tomato. Tomato. Destroy target permanent and put a counter on Tomato. Use once per turn.					
<b>Touch of Vitae</b> INS U *** UZ					
Whenever a player successfully casts a green spell, put a +1/+1 counter on Chosen. 1/1.					

NAME	KIND	CR	PR	COST	SETS
<b>Verdant Force</b> SC R *** UZ					
TM					
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.					
<b>Verdant Touch</b> SDR R *** SH					
Buyback <b>UZ</b> Target land becomes a 2/2 creature permanently.					
<b>Verdigris</b> INS U *** TM					
Destroy target artifact.					
<b>Verdurous Enchantress</b> SC R *** Basic					
Draw a card each time you cast an enchantment. 0/2.					
<b>Vernal Bloom</b> EN R *** UZ					
Whenever a forest is tapped for mana, it produces an additional <b>UZ</b> .					
<b>Vernal Equinox</b> EN R *** MM					
Any play may play creature and enchantment spells any time he could play an instant.					
<b>Veteran Explorer</b> SC U *** WL					
If Explorer is put into graveyard from play, each player may search					

NAME	KIND	CR	PR	COST	SETS
your graveyard, you may sacrifice a snow-covered land to return it to your hand.					
<b>Wiltige</b> SC R *** IA					
Pt str +1/+1 counters on Wiltige. During your upkeep, put a +1/+1 counter on Wiltige if it has been blocked or has blocked since your last upkeep. Otherwise remove a +1/+1 counter from Wiltige. 0/0.					
<b>Wild Dogs</b> SC C *** UZ					
During your upkeep, if a player has more life than any other that player gains control of Wild Dogs. 2/1.					
<b>Wild Elephant</b> Trample 3/3.					
<b>Wild Growth</b> Target land provides an extra <b>UZ</b> when tapped for mana.					
<b>Willow Faerie</b> Flying 1/2.					
<b>Willow Princess</b> SC R *** HL					
Take a Faerie from your hand and put it directly into play. 0/0.					
Target green creature gains protection from black until the end of turn. 2/2.					
<b>Willow Satyr</b> SC R *** LG					
Gain control of target land. Lose control of this legend if Satyr utters or leaves your control. You may leave Satyr tapped. 1/1.					
<b>Wind Shear</b> All attacking flying creatures get -2/-2 and lose flying until end of turn.					
<b>Winding Worm</b> Echo, 6/6					
<b>Wing Snare</b> SDR U *** UL					
Destroy target creature with flying.					
<b>Winter Blast</b> Target 2 X target creatures. Do 2 damage to each target flying creature.					
<b>Winter's Grasp</b> SDR U *** TM					
Destroy target land.					
<b>Wolverine Pack</b> Rampage, 2/2					
<b>Wood Elemental</b> SC R *** LG					
Sacrifice 1 untapped forest when casting Wood Elemental. 7/7.					
<b>Wood Elves</b> When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.					
<b>Woolly Mammoth</b> SC C *** IA					
Gains trample if you control any snow-covered lands. 3/2.					
<b>Woolly Spider</b> SC C *** IA					
Can block flying creatures. Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/2.					
<b>Wooly Turban</b> INS U *** MG,6th					
Search your library for a card and reveal that card to all play. ex. Shuffle your library and put the revealed card back on top.					
<b>Wormwood Treewalk</b> SC R *** OK					
Forest walk until end of turn and you take 2 damage.					
<b>Swampwalk Treewalk</b> and of turn and you take 2 damage 4/4.					
<b>Wyld Wolf</b> SC *** MG,6th					
Target creature gets +1/+1 1/1.					
<b>Yawning Anubis</b> SC C *** AI					
AI -1/+2 until end of turn. 2/7.					
<b>Yawning Ante</b> SC U *** AI					
SC C *** UD					
<b>Yawning Elder</b> SC C *** UD					
When Elder is put into a graveyard from play you may search your library for up to two basic lands, reveal them, and then put them into your hand. <b>UZ</b> Sacrifice a land.					
<b>Yawning Enchantress</b> SC U *** UD					
Enchantress gets +1/+1 for each enchantment in play. 2/2.					
<b>Yawning Guards</b> SC U *** UD					
Flying. <b>UZ</b> Regenerate 0/1.					
<b>Yawning Grazer</b> SC C *** UL					
Echo. When Grazer comes into play, you may search your library for a basic land and put that land into play tapped. 2/2.					
<b>Yawning Siren</b> SC C *** UD					
Protection from artifacts. 4/4.					
<b>Yawning Warm</b> Trample, 6/4.					



Huh? A charismatic wall? Hey, nobody ever heard Magic is supposed to make sense. Meanwhile, you get to puke your opponent's creatures and steal them one by one.

NAME	KIND	CR	PR	COST	SETS
<b>Whipperwill</b> SC U *** DK					
Target creature gains forestwalk until end of turn. 1/1.					
<b>Weathered Treewalk</b> SC R *** UZ,R,4th,5th					
TR: When Weathered Treewalk is put into a graveyard from play, return Weathered Treewalk to owner's hand. 5/3					
<b>Web</b> EC R *** UZ,R,4th					
Target creature gains +0/+2 and may block flying creatures. 0/0					
<b>Whip Vine</b> SC C *** AI					
Can block flying creatures. You may choose not to untap Vine during upkeep step. TA: Tap flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.					
<b>Whirling Dervish</b> SC U *** LG,4th,5th					
Protection from black. Gains +1/+1 if it damages opponent. 1/1					
<b>Whirwind</b> SDR R *** UZ					
Destroy all creatures with flying.					
<b>Whitewolf</b> INS U *** IA					
All flying creatures lose flying until end of turn. If Whitewolf is in					

## MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EA	Enchant Artifact	EN	Enchantment	ELAN Land		
AC Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL Legendary Land		
CR Current Rarity	EL	Enchant Land	INS Instant		MS Mana Source		
					SOR Sorcery		

## MAGIC FACT

Red and black have the most enchant worlds, with six apiece. Blue and green each have five; white has three. But there is only one gold—Winter's Night.



# MAGIC

The Gathering®

## Players Guide

NAME KIND CR PR COST SETS

**Falling Star** SOR R • • • LG

Flin Star onto playing area. Star must rotate 360°. Star deals 3 damage to any creature it touches and makes them tapped.

**False Orders** INS C • • • LU

Choose if and how one defending creature blocks. Play after defense is chosen but before damage is dealt.

**Falter** INS C • • • LU

Creature without flying cannot block this turn.

**Fanning the Flames** SDR U • • • SH

Buyback: • Do X damage to target creature or player.

**Fault Line** INS R • • • LU

Deals X damage to each non-flying creature and each player.

**Faint** INS C • • • LG

Tap all creatures blocking target creature. Target gets no damage.

**Farmer** EN R • • • WL,6th

All creatures you control have haste.

**Flery Mantle** EC C • • • LU

When Mantle is put into a graveyard from play return Mantle to owner's hand.

• Enchanted creature gets +1/+0 until end of turn.

**Fighting Chance** INS R • • • EX

For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.

**Final Fortune** INS R • • • MG,6th

Take another turn. You lose the game at the end of that turn.

**Fire Arts** SC U • • • LU

Deal 1 damage to each other creature without flying. 2/1.

**Fire Drake** SC U • • • DK,5th,Bth

Flying: • +1/+0. Use only once per turn. 1/2.

**Fire Elemental** SC U • • • LUR,4th,6th

5/4

**Fire Whip** EC C • • • WL

Play only on a creature you control. Enchanted creature gains the "whip" ability: • Deal 1 damage to target creature or player.

Whip: Whip deals 1 damage to target creature or player.

**Fireblast** SOR C • • • LUR,4th,6th

Fireblast deals X damage, divided evenly among any number of targets (randomly). Pay • for each target beyond the first.

**Fireblast** INS C • • • VS

You may sacrifice two mountains instead of paying Fireblast's casting cost. Deals 4 damage to target creature or player.

**Firebreathing** EC C • • • Basic,MG

• +1/+0.

**Firefly** SC U • • • TM

Flying: • Firefly gets +1/+0 until and of turn 1/1.

**Firstslinger** SC C • • • TM

• Deals 1 damage to target creature or player and 1 damage to you. 1/1.

**Frastorm** INS R • • • WL

Discard X cards. Deals X damage to each of X creatures and/or players.

**Firestorm Phoenix** SC R • • • MM

Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.

**Fixture** INS C • • • DK,4th

Bury target and/or creature.

**Fit of Rage** SDR C • • • WL,6th

Target creature gets +5/+3 and gains first strike until end of turn.

**Floating Marauder** SC R • • • MM

Flying: • First strike: • Gains +1/+1 until end of turn. 3/3.

**Floating Ogre** SC U • • • MM

• Gains +1/+1 until end of turn. • Gets -1/-1 until end of turn.

Any player may play either of these abilities. 3/3.

**Floating Soldier** SC C • • • MM

• Gains +1/+1 until end of turn. • Gets -1/-1 until end of turn.

Any player may play either of these abilities. 2/2.

**Flame Elemental** SC U • • • MG

• Sacrifice. Deals damage equal to Elemental's power to a creature. 3/2.

**Flame Jet** SC R • • • UD

Cycling: • Flame Jet costs 3 damage to target player.

**Flame Spirit** SC U • • • 1A,6th,Bth

• +1/+0 until end of turn. 2/3.

**Flame Wave** SOR U • • • SH

Deals 4 damage to target player and each creature he controls.

**Flaming Sword** EC C • • • MM

You may play Sworx any time you can play an instant. Target creature gets +1/+0 until and of turn 1 and has first strike.

**flare** INS C • • • 1A,6th,5th

Deals 1 damage to any target. Cantrip.

**Flashfires** SOR U • • • Basic

Destroys all plains in play.

**Fling** INS C • • • SH

Sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to target creature or player.

**Flowstone Blade** EC C • • • SH

• Enchanted creature gets +1/+1 until and of turn. 2/1.

**Flowstone Flood** SDR U • • • EX

Buyback: • Pay 3 life. Discard a card at random. Destroy target land.

**Flowstone Giant** SC C • • • TM

• Flowstone Giant gets +2/+2 until end of turn. 3/5.

**Flowstone Hellion** SC U • • • SH

Haste: • Flowstone Hellion gets +1/-1 until end of turn. 3/3.

**Flowstone Mauler** SC R • • • SH

Trample: • Mauler gets +1/+1 until end of turn. 4/5.

**Flowstone Salamander** SC C • • • TM

• Deals 1 damage to target creature blocking it. 3/4.

**Flowstone Shambler** SC C • • • SH

• Flowstone Shambler gets +1/-1 until and of turn. 2/2.

**Flowstone Wyvern** SC R • • • TM

Flying: • Flowstone Wyvern gets +2/+2 until end of turn. 3/3.

**Fork** INS R • • • LUR

Duplicate a sorcery or instant, just cast. You choose the new target.

**Frost Giant** SC U • • • LG

Search your library for a card and put it into your hand. Discard a card at random.

**Game of Chess** SOR R • • • LU

Choose target player and flip a coin. If you win 1 life and your opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.

**Gerrant's Irregulars** SC C • • • MM

Trample: haste 4/2

**Ghira, Fire-Eater** SC U • • • UL

Sacrifice. Fire-Eater deals damage equal to its power to target creature or player. 2/2.

**Ghita Slingshot** SC C • • • UL

Echo: When Slingshot comes into play, it deals 2 damage to target creature or player. 2/2.

**Ghith War Cry** EN U • • • UL

Target creature gets +1/+0 until end of turn.

**Giant Strength** EC C • • • LUR,4th,5th,Bth

Target creature gains +2/+2.

**Glacial Crevasses** EN R • • • IA

Sacrifice a snow-covered mountain. Creatures deal no damage in combat this turn.

**Goblin Sappers** SOR C • • • IA

• Target creature you control is unblockable. That creature and Sappers are destroyed after combat.

**Goblin Brood** SC C • • • EX

• Target creature cannot be regenerated this turn. 3/3.

**Gobnae of Rath** EN R • • • TM

Double all damage assigned to any creature or player.

**Gobnae Split** SC C • • • SH

Faste: • Gobnae Split gets +1/+0 until end of turn 1/1.

**Gombi** SOR R • • • LU

Search your library for a card and put it into your hand. Discard a card at random.

**Goblin Scavenger** SOR R • • • MM

Choose target player and flip a coin. If you gain 1 life and your opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.

**Goblin Spiders** SC C • • • IA

• Target creature you control is unblockable. That creature and Spiders are destroyed after combat.

**Goblin Sprints** SOR U • • • MG

Put three tokens into play: 1/1 red goblins with mountainwalk.

**Goblin Tidwell** SC C • • • IA

If target land is a basic mountain, all Goblin gain +1/+0. Deals 1 damage to all Goblins if it leaves play.

**Goblin Skit Patrol** SC C • • • IA

• Gain flying and +2/+2. Use only once and only if you control snow-covered mountains. Bury Patrol can't end turn 1/1.

**Goblin Snowman** SC U • • • IA

Snowman neither takes nor deals damage in combat when blocking. • Deals 1 damage to the creature it blocks. 1/1.

**Goblin Soothsayer** SC U • • • MG

• Sacrifice a Goblin. All red creatures get +1/+1 until end of turn 1/1.

**Goblin Spelunker** SC D • • • LU

Mountainwalk, 2/2

**Goblin Swin-Rider** SC C • • • VS

If Swine-Rider is blocked it deals 2 damage to each attacking creature and 2 damage to each blocking creature 1/1.

**Goblin Tinkerer** SC C • • • MG

• Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer 1/2.

**Goblin Vandal** SC R • • • WL

• Destroy target artifact, dealing player controls. Goblin Vandal deals no damage than turn Use only if Vandal's attacking and unblocked and only once each turn 1/1.

**Goblin War Buggy** SC C • • • LU

Echo: haste 2/2.

**Goblin War Drums** EN C • • • FE,6th

Each of your attackers may not be blocked by less than 2 creatures.

**Goblin Warriors** EN R • • • FE,5th,6th

• Sacrifice two Goblins. Put three 1/1 red Goblin tokens into play

**Goblin Welder** SC R • • • UL

Exchange target artifact a player controls for target artifact card in that player's graveyard. 1/1.

**Goblin Wizard** SC U • • • DK

• Put a Goblin from your hand directly into play. • Give target Goblin protection from white until end of turn 1/1.

**Goblins of the Flare** SC C • • • DK,CH

Mountainwalk. Bury Goblins if you are stupid enough to control them. What the heck are you thinking? 1/1.

**Gorilla Shaman** SC U • • • AI

• Destroy target non-creature artifact with casting cost of X of 1/1.

**Gorilla War Cry** INS C • • • A

Attacking creatures can't be blocked by only one creature this turn. Play only during combat before defense is chosen.

**Granite Gargoyle** SC R • • • LU,R

At the beginning of your turn, flip a coin. If you win the flip, target creature gains 1/1.

**Grotto Grip** EC C • • • LU

Enchanted creature gains +1/+1 for each mountain you control.

**Gravity Sphere** EW R • • • LG,6th

All creatures lose flying ability.

**Gray Ogre** SC G • • • LUR,4th

• Gains +2/+0. Use only when blocked and only once per turn 2/2.

**Gritted Wolverines** SC C • • • IA

• Gains +2/+0. Use only when blocked and only once per turn 2/2.

**Gruvia's Tactics** INS C • • • AI

Deals 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.

**Guru** SC U • • • LU

Protection from blue. 2/2.

**Hammer Mage** SC U • • • MM

• Discard a land: Destroy all artifacts with converted cost X or less. 1/1.

**Hammer of Bogardan** SDR R • • • MG,6th

Deals 3 damage to any target. • Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.

**Goblin Rock Slid** SC C • • • DK,4th

Trample. Cannot attack unless opponent controls at least one mountain. Rock Slid does not sleep if it attacked last turn. 3/1.

**Hand to Hand** EK R • • • TM

Each creature blocks whenever able. Attacking player chooses how

**MAGIC FACT** There are 27 cards which can be meaningfully targeted by both Sleight Of Mind and Magical Hack.

## MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment

AC Artifact Creature EC Enchant Creature EW Enchant World

CC Current Rarity EL Instant

LAND Land SC Summon Creature

LL Legendary Land SL Summon Legend

MS Mana Source SOR Sorcery

instants and abilities requiring an activation cost cannot be played during combat.

**Horne** EN U • • • TM

Whomever target opponent casts a white spell, he loses 2 life.

**Howling Rush** INS C • • • UZ

Attacking creatures gain first strike and +2/+2. If

target lands are destroyed, the creature continues.

**Heart of Bearded** EN R • • • WH

CU: • If Heart's CU is not used, it deals damage equal to its last paid CU to target player and each creature he controls.

**Heart Silver** SC C • • • TM

A Silver gains haste 1/1.

**Heart Wolf** SC R • • • HL

First strike: • Target Dwarf leaves play this turn, and +2/+2. If

Dwarf leaves play this turn, bury Wolf Usa only at beginning of combat.

**Heart Charm** INS C • • • VS

Choose one—Destory target artifact creature, all attacking creatures gain +1/+0; or target creature with power 2 or less is unblockable this turn.

**Heart of Battle** EN U • • • SH

Whenever any creature blocks, Heart deals 1 damage to that creature's controller.

**Heart Ray** INS C • • • UZ

Heart Ray deals X damage to target creature.

**Heart Strike** SC R • • • WL

At end of each combat, destroy all creatures that were blocked or were blocked.

**Heart Wave** EN U • • • VS

CJ: • Blue creature cannot block creatures you control.

Non-blue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.

**Hill Giant** SC R • • • LUR,4th,6th

• Hill Giant comes into play, each other player may search his library for a land and put that land into play.

**Hired Giant** SC U • • • MM

When Giant comes into play, each other player may search his library for a land and put that land into play.

**Hivemind** SL R • • • MG,6th

You may choose not to tap Hivemind. It gains control of Dragon.

If Hivemind becomes untapped or leaves, it loses control of Dragon.

**Hulking Cyclops** SC U • • • VS,SH

Hulking Cyclops cannot block. 5/5.

**Hulking Ogre** SC C • • • UD

Hulking Ogre can't block.

**Hurricane Minotaur** SC C • • • LUR,4th,6th

You may choose not to tap Hurricane. Minotaur gains haste 1/1.

**Huron Shaman** SC C • • • WL

If Huron Shaman is put into any graveyard from play each player chooses and buries a land he or she controls 2/3.

**Hurr Jackal** SC R • • • AN 4th

• Target creature can regenerate this turn. 1/1.

**Hypnotic Blacksmith** SC U • • • LB

Tap or untap target artifact controls 2/2.

**Illicit Auction** SOR R • • • MG,6th

Each player may bid life for control of that creature.

**Imposition** EC C • • • LG,4th

Target creature gets +2/+2.

**Impatience** EN R • • • UD

At the end of each turn, if player didn't play a spell or turn, Impatience deals 2 damage to him or her.

**Impending Disaster** EN R • • • LL

During your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster and destroy all lands.

**Impressing Visage** EC C • • • LA,6th

Target creature cannot be blocked by less than two creatures.

**Incendiary** ED U • • • ID

At the beginning of your upkeep, you may put a counter on Incendiary. When uncountered, Incendiary is put into a graveyard.

Incendiary deals X damage to any target, where X is the number of counters on Incendiary.

NAME	KIND	CR	PR	COST	SETS
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creatures block  
**Ironclaw Curse** SC R \*\* HL5th  
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.

**Ironclaw Oracle** SC C \*\*\* LU4th,5th  
May only block creatures of power equaling 1 or less. 2/2.

**Jackal Pup** SC U \*\*\* TM  
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you.

**Jagged Lightning** SC R \*\*\* LU4th  
Lightning deals 3 damage to target creature and 3 damage to another creature.

**Jakuhaups** SC R \*\*\*\* LU5th,6th  
Buy a 1 artifacts, creatures and lands.

**Jovan** SC L C \*\*\* LU4th  
\*\*\* Destroy target non-creature artifact. 3/3.

**Kaervek's Torch** SC C \*\*\* VS  
Interruption that targets Kaervek's Torch each cost an additional 1 to play. Torch deals 3 damage to target creature or player.

**Karplusian Giant** SC U \*\*\* IA  
Tap a snow-covered and you control -1/+1. 3/3.

**Karplusian Yeti** SC R \*\*\* VS  
Yet and target do their power in damage to each other. 3/3.

**Keeper of Kukuru** SC C \*\*\* VS  
Protection from red end of turn. 1/1.

**Keeper of the Flame** SC U \*\*\* D  
Keeper of the Flame deals 2 damage to target opponent.

Play this ability only if that opponent has more life than you! 1/2

**Kalden Champion** SC U \*\*\* LU4th,5th  
Echo haste. When Champion comes into play, it deals 3 damage to target player. 3/2.

**Kalden Vandal** SC C \*\*\*\* LU4th  
Echo. When Vandals come into play, destroy target artifact. 4/1.

**Kalden Warlord** SC U \*\*\* LU4th,5th  
\* is the number of non-walk creatures in play on your side. 7/7.

**Kandis** INS C \*\*\* TM  
Knife deals to target creature or player an amount of damage equal to 2 plus the number of Knife cards in all graveyards.

**Kard Aqa** SC C \*\*\* ANR  
Gains +1/+1 if you have at least one knife in play. 1/1.

**Kabob Drill Sergeant** SC U \* LU4th  
At 1 your Kobolds gain +0/+1 and trample. 1/2.

**Kabob Overlord** SC R \* LU4th  
First strike. All your Kobolds gain first strike. 1/2.

**Kabob Taskmaster** SC U \* LU4th  
All your Kobolds gain +1/+0. 1/2.

**Kabobof Kher Keep** SC C \* LU4th  
0/1.

**Kakros** SC R \*\*\* VS  
Trample. During your upkeep, if you do not control at least one Keeper of Kakros, Kakros deals 3 damage to you and attacks this turn if able. +1/+0 until and of turn 5/5.

**Kira Mage** SC C \*\*\* MM  
Discard a card: Mage deals 1 damage to target creature or player. 1/1.

**Krynn Glider** SC C \* LU4th  
Flying. Glider can't block. 1/1.

**Krynn Legate** SC U \* LU4th MM  
If an opponent controls a plains and you control a mountain, you may play Legate without paying its mana cost. Haste. 1/1.

**Krynn Negotiations** EN U \*\*\* MM  
Tap an untargeted creature you control. Negotiations deals 1 damage to target player.

**Krynn Sniper** SC C \*\*\* MM  
At the beginning of your upkeep you may have Sniper deal 1 damage to target player. 1/1.

**Land's Edge** EN R \*\*\* LU5th,6th  
Discard a card: If the discarded card is a land, Land's Edge deals 2 damage to target player. Any player may use this ability.

**Landslide** SC U \*\*\* LU4th  
Sacred X mountains: Lands X damage to target player.

**Last-Ditch Effort** INS U \*\*\* LU4th  
Sacrifice 3 creatures. Deals X damage to any target.

**Lava Axe** SC C \*\*\* LU4th  
Lava Axe deals 5 damage to target player.

**Lava Burst** SC C \*\*\* IA  
Burst deals X damage to target creature or player. Effects that prevent or reduce damage cannot be used to protect creatures.

**Lava Hounds** SC U \*\*\* LU4th  
Haste. When Hounds come into play, it deals 4 damage to you. 4/4.

**Lava Runner** SC R \*\*\* LU4th  
Haste. Whenever Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land. 2/2.

**Lava Storm** INS C \*\*\* WL  
Deals 2 damage to each attacking or each blocking creature.

**Lay Waste** SC R \*\*\* LU4th  
Destroys target land. Cyclo. 1/1.

**Lightning Blast** INS C \*\*\* LU4th,5th  
Lightning Blast deals 4 damage to target creature or player.

**Lightning Bolt** INS C \*\*\* LU4th,5th  
Lightning Bolt deals 3 damage to target creature or player.

**Lightning Cloud** EN R \*\*\* VS  
Deals 1 damage to target creature or player. Use only when a red spell is successfully cast and only once for each spell.

**Lightning Dragon** SC R C \*\*\* LU4th  
Flying. Gain +1/+0 until and of turn. 4/4.

**Lightning Elemental** SC C \*\*\* TM  
Haste. At the beginning of your upkeep, Lightning Elemental deals 1 damage to target creature or player.

**Lightning Rounds** SC C \*\* LU4th  
Fire strike. 3/2.

**Lightning Reflexes** ED C \*\*\* MG  
You may play reflexes as an instant; if you do, burn it at end of turn. Enchanted creature gains +1/+0 and first strike.

**Lithophage** SC R \*\*\* MM  
At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain. 7/7.

**Lowland Giant** SC C \*\*\* TM  
4/3.

**Lunge** INS C \*\*\* MM  
Deals 2 damage to target creature and 2 damage to target player.

**Mage II-Vac** SC C \*\*\* EX  
Discard a card at random. Mage II-Vac deals 1 damage to target creature or player. 2/2.

**Magistrate's Verdict** EN U \*\* LU4th  
White creatures and blue creatures can't block.

**Magnasaur** SC R \*\*\* TM  
Magnasaur comes into play with +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magnasaur, or sacrifice Magnasaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player. 0/0.

**Magnetic Mountain** EN R \*\* LU4th  
Whenever a creature comes into play that casts its power to any target.

NAME	KIND	CR	PR	COST	SETS
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To Unlap a blue creature, its controller must spend 1 casting blue.

**Mana Clash** SC R \*\*\* LU4th,5th  
Choose a player. You both flip a coin. Any player whose coin comes up tells losses 1 life. Repeat until both players' coins come up heads.

**Mana Flare** EN R \*\*\* LU4th,5th  
Each land produces an extra mana of its normal type.

**Mandrake** EN R \*\*\* LU4th  
Deals 1 damage to controller whenever he taps a land for mana.

**Mental Rage** ED C \*\* LU4th  
Enchanted creature gains +2/+2 and cannot block.

**Mazaxus of Keld** SL R \*\*\* LU4th  
Has power and toughness equal to the total number of unspent artifacts, creatures and lands you control. \*\*

**Mark of Fury** ED C \*\* LU4th  
Enchanted creature gains haste. At end of turn, Return Mark to owner's hand.

**Marten Stronghold** SL R \*\*\* LU4th  
If Marton attacks, all other attacking creatures gain +1/+1 until end of turn, where \* equals the number of other attacking creatures. If Marton blocks, all other blockers gain +1/+1 until end of turn. 1/1

**Mastodon** INS R \*\*\* LU4th  
Taskmaster can't block. 4/3.

**Master of Fire** INS R \*\*\* LU4th  
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.

**Outslaught** EN C \*\* LU4th  
Whenever you successfully cast a creature spell, tap target creature.

**Overturant** SC U \*\*\* TM  
Deals 1 damage to target creature that was damaged this turn.

NAME	KIND	CR	PR	COST	SETS
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No Quarter EN R \*\*\* LU4th  
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.

**Orbs of Magic** EN R \*\*\* EX  
During each player's upkeep, if that player has less life than target opponent, he or she may cast Death 1 damage to that opponent.

**Ogre Enforcer** SC R \*\*\* LU4th  
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.

**Ogre Shaman** SC R \*\*\* LU4th  
Discard a card at random. Deals 2 damage to any target. 3/3.

**Ogre Taskmaster** SC U \*\*\* LU4th  
Taskmaster can't block. 4/3.

**Ogre** SC R \*\*\* LU4th  
Ogre cannot attack unless a creature with greater power also attacks. Ogre cannot block unless a creature with greater power also blocks.

**Omen of Fire** INS R \*\*\* LU4th  
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.

**Omniscient** INS C \*\* LU4th  
Whenever you successfully cast a creature spell, tap target creature.

**Omnipotent** SC U \*\*\* TM  
Deals 1 damage to target creature that was damaged this turn.

**Panixim** EN R \*\*\* EX  
Choose one—Panixim deals 2 damage to target creature or player; or Panixim deals 4 damage to target blue creatures.

**Panixim** EN R \*\*\* EX  
During the joke of an enchanted creature's controller reveal the top card of his library. If it's a land, destroy enchanted creature.

**Panixim** EN R \*\*\* EX  
Otherwise, enchanted creature gains +3/+3 and turns of turn.

**Pillage** SC U \*\*\* LU4th  
Burns up target artifact or land.

**Power Surge** EN R \*\*\* LU4th  
Before you step, active player must count unspent lands.

**Power Surge** EN R \*\*\* LU4th  
During his upkeep, Surge deals 1 damage for each land that had been unspent.

**Price of Progress** INS U \*\*\* EX  
Deal 2 damage to each player for every nonbasic land he controls.

**Primitive Justice** SC U \*\*\* AI  
Destroy target artifact. Destroy a target artifact for each \* you pay in addition to the casting cost.

**Primal Oracle** SC U \*\*\* LU4th,5th  
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay \* per counter or Oracle deals 1 damage to you per counter and taps. 1/1.

**Pulverize** SDR R \*\*\* MM  
You may sacrifice two mountains instead of paying Pulverize's mana cost. Destroy all artifacts.

**Puppet's Verdict** INS R \*\*\* LU4th  
Flip a coin. If you win, destroy all creatures with power 2 or less. If you lose, destroy all creatures with power 3 or greater.

**Pyrion Pyrostar** SC C \*\*\* UL  
Cannot block. Pyrostar gains +1/+1 until end of turn. 1/1.

**Pyrile Salamander** SC C \*\*\* LU4th  
\* = 1/+0 until end of turn. Burn Salamander at end of turn. 1/1.

**Pyroblast** INS C \*\*\* IA  
Counter target spell or destroy target permanent if it is bane.

**Pyromancy** INS U \*\*\* LU4th  
Pyromancy deals 2 damage to each creature.

**Pyromancer** SC C \*\*\* LU4th  
You may remove a red card in your hand from game instead of paying the casting cost. Deals 4 damage divided among any number of creatures.

**Pyromancy** EN R \*\*\* LU4th  
Discard a card at random. Pyromancy deals to target creature or player damage equal to the total casting cost of the discarded card.

**Pyromancer** SC C \*\*\* LU4th,5th,6th  
Deals 4 damage anyway among any number of targets.

**Quarrel Gang** SC R \*\*\* LU4th  
Target Plains produce instead of land end of game. 1/1.

**Rack and Ruin** INS U \*\*\* LU4th  
Destroy two target artifacts.

**Raging Bull** SC C \*\*\* LU4th  
2/2. Boocoocong.

**Raging Saber** SC C \*\*\* EX,6th  
Hasta. 1/1.

**Raging Gorilla** SC C \*\*\* VS  
If Gorilla blocks or is blocked, it gets +2/+2 until end of turn. 2/2.

**Raging River** EW R \*\*\* LU4th  
When attacking, chits opponents' ground creatures on either side of the River. Choose on which side of the River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.

**Raging Spirit** SC C \*\*\* MG  
Raging Spirit is colorless until end of turn. 3/3.

**Raiding Party** EN R \*\*\* FE  
Cannot be target of what spells or effects. Sacrifice an Orc: Destroy all plains. Any player may buy a white creature to save up to 2 plains.

**Rain of Salt** SDR U \*\*\* LU4th  
Destroy two target lands.

**Rathi Dragon** SC R \*\*\* TM  
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. 5/5.

**Ravenous Baboon** SC R C \*\*\* EX  
When Baboons come into play, destroy target nonbasic land. 2/2.

**Raza** SDR C \*\*\* LU4th  
Sacrifice a land. Destroy target land.

**Rockless Abandon** SDR C \*\*\* LU4th  
Sacrifice a creature. Deals 4 damage to target creature or player.

**Rockless Embarrage** SC R \*\*\* MG,6th  
\* = Deal 1 damage to any target and 1 damage to end of turn 3/2.

**Rockless Ogre** SC C \*\*\* EX  
If Ogre is the only creature that attacks, it gains +3/+0 until end of turn 3/2.

**Red Elemental Blast** INS C \*\*\* LU4th  
Counter a blue spell being cast or destroy a blue card in play.

**Reflexive** SC C \*\*\* LU4th  
Enchanted creature gains first strike.

**Reign of Chaos** SDR U \*\*\* MG  
Destroy target plains and island and targets or blue creature.

**Relentless Assault** SDR R \*\*\* VS,6th  
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.

**Renegade Warlord** SC U \*\*\* TM  
First strike. If Renegade Warlord attacks, each other attacking creature gains +1/+0 until end of turn. 3/3.

**Reparsation** EN R \*\*\* LU4th  
Whenever a creature is dealt damage, Reparsation deals that much damage to that creature's controller.

**Retribution** SDR U \*\*\* LU4th  
Chooses 2 creatures controlled by opponent. Burn ones and put a 1/+1 counter on the other. That opponent chooses which creature is burned.

**Retromancer** SC C \*\*\* LU4th  
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller. 3/3.

**Rivalry** EN R \*\*\* LU4th  
During each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.

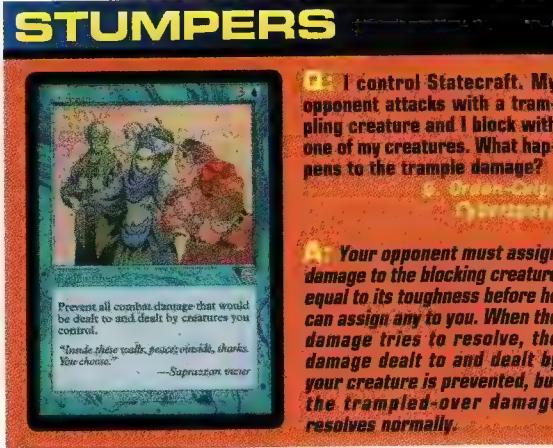
**Robber Fly** SC C \*\*\* MM  
Flying. Whenever Robber Fly becomes blocked, defending player discards his hand, then draws that many cards. 1/1.

**Rock Hatchling** SC U \*\*\* WL  
When Hatchling comes into play, put four counters on it. During your upkeep, remove a counter from Hatchling. As long as no counters are on it, Hatchling gains +3/+2 and flying. 0/1.

**Rock of Kher Ridges** SC R \*\*\* LU4th  
Flying. 3/3.

**Rock Badger** SC U \*\*\* LU4th  
Mountainwalk. 3/3.

**Rock Hydra** SC R \*\* LU4th  
Put X +1/+1 counters on Hydra. Remove a counter for each point of damage. Hydra takes unless you spend \* per counter.



**STUMPERS**

I control Statecraft. My opponent attacks with a trampling creature and I block with one of my creatures. What happens to the trampled-over damage?

At Your opponent must assign damage to the blocking creature equal to its toughness before he can assign any to you. When the damage tries to resolve, the damage dealt to and dealt by your creature is prevented, but the trampled-over damage resolves normally.

At the beginning of your upkeep you may have Sniper deal 1 damage to target player. 1/1.

**Legends of the Dark** SC C \*\*\* LU4th  
Destroy each artifact with total casting cost X or less.

**Levelling** EN U \*\*\* LU4th  
All snow-covered lands turn into non-snow-covered lands.

**Merciless Devastation** INS U \*\*\* LU4th  
Merciless Devastation deals 1 damage to any creature that attacks. Merciless Devastation cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 1/1.

**Merciless Mechanic** SC C \*\*\* LU4th  
Sacrifice an artifact. Deals 2 damage to any target. 1/1.

**Merciless Mine** EL B \*\*\* LU4th  
Put three counters on Mine. Remove one counter when target land is tapped and during each of its controller's upkeep. Destroy and when last counter is removed, Merciless Mine deals 2 damage to its controller.

**Merciless Offense** EN U \*\*\* LU4th  
Ai of your attacking creatures gain +1/+0 during your attack.

**Merciless Settlers** SC U \*\*\* LU4th  
Sacrifice: Destroy X target lands. 1/1.

**Merciless Spy** SC R \*\*\* LU4th  
Regenerate a black or green creature. 1/1.

**Merciless Squatters** SC U \*\*\* LU4th  
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/2.

**Merciless Tannery** SC C \*\*\* LU4th  
Look at the top three cards in target player's library. 1/1.

**Merciless Squatters** SC U \*\*\* LU4th  
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/2.

**Merciless Tannery** SC C \*\*\* LU4th  
Tannery can't block creatures of power greater than 1. 1/1. First strike until end of turn. 2/2.

**Merciless Trample** SC R \*\*\* LU4th,5th  
Trample. Can't attack if opponent has an unspaced creature of power greater than 2. Can't block creatures of power greater than 2. 6/6.

**Mountain Boat** SC C \*\*\* LU4th,6th  
Mountainwalk. 1/1.

**Mountain Yeti** SC C \*\*\* LU4th  
Mountainwalk, protection from white. 3/3.

**Mudslide** EN R \*\*\* LU4th  
\* = equal to the number of tapped lands. Target opponent controls.

**Mundaneum** EN R \*\*\* LU4th  
Whenever any creature comes into play that casts its power to any target, Mundaneum can't deal damage equal to its power to any target.

**Nahtini Dragon** SC R \*\*\* PR  
Flying, banding. Gains +1/+0 until end of turn. Burn Nahtini Dragon if more than 3/3 is spent in one turn. 1/1.

**Pain** INS C \*\*\* LU4th  
Target creature may not block this turn. Casting Pain Nahtini Dragon if more than 3/3 is spent in one turn. 1/1.

**Parch** INS C \*\*\* LU4th  
Target creature deals 1 damage to target creature or player.

NAME	KIND	CR	PR	COST	SETS
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**Patch** SC C \*\*\* LU4th  
Choose one—Patch deals 2 damage to target creature or player; or Patch deals 4 damage to target blue creatures.

**Panixim** EN R \*\*\* EX  
During the joke of an enchanted creature's controller reveal the top card of his library. If it's a land, destroy enchanted creature.

**Panixim** EN R \*\*\* EX  
Otherwise, enchanted creature gains +3/+3 and turns of turn.

**Pillage** SDR U \*\*\* LU4th  
Burns up target artifact or land.

**Power Surge** EN R \*\*\* LU4th  
Before you step, active player must count unspent lands.

**Power Surge** EN R \*\*\* LU4th  
During his upkeep, Surge deals 1 damage for each land that had been unspent.

**Price of Progress** INS U \*\*\* EX  
Deal 2 damage to each player for every nonbasic land he controls.

**Primitive Justice** SDR U \*\*\* AI  
Destroy target artifact. Destroy a target artifact for each \* you pay in addition to the casting cost.

**Primordial Oracle** SC U \*\*\* LU4th  
Most attack if possible. Add a +1/+1 counter at end of upkeep. Pay \* per counter or Oracle deals 1 damage to you per counter and taps. 1/1.

**Pulverize** SDR R \*\*\* MM  
You may sacrifice two mountains instead of paying Pulverize's mana cost. Destroy all artifacts.

**Puppet's Verdict** INS R \*\*\* LU4th  
Flip a coin. If you win, destroy all creatures with power 2 or less.

**Puppet's Verdict** INS R \*\*\* LU4th  
If you lose, destroy all creatures with power 3 or greater.

**Pyromancer** SC C \*\*\* LU4th  
Cannot block. Pyromancer gains +1/+1 until end of turn. 1/1.

**Pyromancer** SC C \*\*\* LU4th  
+1/+1 until end of turn. Burn Pyromancer at end of turn. 1/1.

**Pyromancer** SC C \*\*\* LU4th  
Counter target spell or destroy target permanent if it is bane.

**Pyromancer** SC C \*\*\* LU4th  
Pyromancer deals 2 damage to each creature.

**Pyromancer** SC C \*\*\* LU4th  
You may remove a red card in your hand from game instead of paying the casting cost. Deals 4 damage divided among any number of creatures.

**Pyromancer** SC C \*\*\* LU4th  
Discard a card at random. Pyromancer deals to target creature or player damage equal to the total casting cost of the discarded card.

**Pyromancer** SC C \*\*\* LU4th  
Deals 4 damage anyway among any number of targets.

**Quarrel Gang** SC R \*\*\* LU4th  
Target Plains produce instead of land end of game. 1/1.

**Rack and Ruin** INS U \*\*\* LU4th  
Destroy two target artifacts.

**Raging Bull** SC C \*\*\* LU4th  
2/2. Boocoocong.

**Raging Saber** SC C \*\*\* EX,6th  
Hasta. 1/1.

**Raging Gorilla** SC C \*\*\* VS  
If Gorilla blocks or is blocked, it gets +2/+2 until end of turn. 2/2.

**Raging River** EW R \*\*\* LU4th  
When attacking, chits opponents' ground creatures on either side of the River. Choose on which side of the River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.

**Raging Spirit** SC C \*\*\* MG  
Raging Spirit is colorless until end of turn. 3/3.

**Raiding Party** EN R \*\*\* FE  
Cannot be target of what spells or effects. Sacrifice an Orc: Destroy all plains. Any player may buy a white creature to save up to 2 plains.

**Rain of Salt** SDR U \*\*\* LU4th

# MAGIC

The Gathering®

## Players Guide

NAME KIND CR PR COST SETS

Put a +1/+1 counter on Hydra. Use only during upkeep. 0/0

**Rock Slide** INS C \*\*\* 0/0 VS

Deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

**Rapax Skycaptain** SC R \*\*\* 0/0 AI

Flying. At beginning of upkeep, put a counter on Skycaptain.

During upkeep, pay 0 for each counter on Skycaptain; or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4

**Rolling Thunder** SOR C \*\*\* 0/0 TM

Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.

**Rouzard** SOR R \*\*\* 0/0 SH

Destroys all nonbasic lands.

**Rukh Egg** SC C \*\*\* 0/0 AI

If Rukh Egg goes to the graveyard after play, get a Rukh token, a 4/4 flying red creature, at the end of turn. 0/0

**Rumbling Crescendo** EN R \*\*\* 0/0 UZ

During your upkeep, you may put a counter on Crescendo. 0/0 Sacrifice: Destroy up to X target lands, where X is the number of counters.

**Sabretooth Tiger** SC C \*\* 0/0 IA,5th,6th

First strike 2/1.

**Sabretooth Wyvern** SC U \*\* 0/0 EX

Flying, first strike 3/2.

**Sandstone Warrior** SC C \*\*\* 0/0 TM

First strike 0/0 Sandstone Warrior gains +1/+0 until end of turn.

**Sawtooth Ogre** SC C \*\*\* 0/0 WL

If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3

**Scald** EN U \*\*\* 0/0 UZ

Whenever a player taps an island for mana, Scald deals 1 damage to him.

**Scaling Salamander** SC U \*\* 0/0 EX

0/0 Scaling Salamander deals 1 damage to each creature with flying, dealing player controls. Play this ability only if Scaling Salamander is attacking and only once each turn. 2/1

**Scout of Cinder** SOR C \*\* 0/0 UD

Reveal any number of red cards in your hand. Scout deals X damage to target creature or player where X is the number of cards revealed.

**Scoured Earth** SDR R \*\*\* 0/0 TM

Chooses and discards X land cards. Destroy X target lands.

**Scoria Wurm** SC R \*\*\* 0/0 UZ

During your upkeep, flip a coin. If you lose, return Wurm to owner's hand. 1/1

**Scrap** INS C \*\*\* 0/0 UZ

Destroys target artifact. Cycling 0/0

**Searing Spear Asari** SC C \*\*\* 0/0 MG

Ranking 0/0 Cannot be blocked by only one creature this turn. 2/2

**Searing Touch** INS U \*\* 0/0 TM

Buyback 0/0 Deals 1 damage to target creature or player.

**Sedge Troll** SC R \*\*\* 0/0 MM

0/0 Regenerates. Gains +1/+1 if you control any swamps. 2/2

**Seething Anger** EC U \*\*\* 0/0 SH

Buyback 0/0 Target creature gains +3/+0 until end of turn.

**Selama Assaut** EN R \*\*\* 0/0 EX

Discard a land. Deal 2 damage to target creature or player.

**Selama Mage** SC R \*\*\* 0/0 MM

0/0 Discard a card. Destroy target land. 1/1

**Shadowstorm** SOR U \*\*\* 0/0 TM

Shadowstorm deals 2 damage to each creature with shadow.

**Sharp Phoenix** SC R \*\*\* 0/0 SH

Flying, 0/0 Put Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during upkeep. Sacrifice Phoenix: Deal 2 damage to each creature without flying. 2/2

**Shatter** INS C \*\*\* 0/0 Basic

Destroys target artifact. Cycling 0/0

**Shattering Pulse** INS C \*\*\* 0/0 EX

Buyback 0/0 Destroys target artifact.

**Shatterstorm** SDR R \*\*\* 0/0 AQR,6th,6th

Buy all artifacts in play.

**Shit's Embrace** EC U \*\*\* 0/0 UZ

Enchanted creature gains +2/+2 and flying. 0/0 +1/+0 until end of turn.

**Shivan Dragon** SC R \*\*\* 0/0 LUR,4th,5th

Flying, 0/0 +1/+0 until end of turn. 5/5

**Shivan Hellkite** SC R \*\*\* 0/0 UZ

Flying, 0/0 Deals 1 damage to target creature or player. 5/5

**Shivan Phoenix** SC R \*\*\* 0/0 UZ

Flying. When Phoenix is put into a graveyard from play return it to owner's hand. 3/4

**Shivan Raptor** SC U \*\*\* 0/0 UZ

First strike echo haste. 3/1.

**Shock** INS C \*\*\* 0/0 SH,6th

Shock deals 2 damage to target creature or player.

**Shock Troops** SC C \*\*\* 0/0 MM

Sacrifice: Deals 2 damage to target creature or player. 2/2

**Shockwave** SC C \*\*\* 0/0 UZ

If Shockwave damages any player, that player discards his hand then draws a new hand of as many cards as he had before. 1/1

**Shower of Sparks** INS C \*\*\* 0/0 UZ

Deals 1 damage to target creature and 1 damage to target creature.

**Shrieker** INS U \*\*\* 0/0 MG

Target player reveals his hand to all players. For each blue interrupt card that player holds, he pays 4 life or discards that card.

**Sister of the Flame** SE C \*\*\* 0/0 DK,6th

0/0 Add 0/0 to your mana pool. 2/2

**Sizzle** SDR C \*\*\* 0/0 MM

Deals 3 damage to each opponent.

**Sluggishness** EC C \*\*\* 0/0 UL

Creature cannot block. When Sluggishness is put into graveyard

NAME KIND CR PR COST SETS

From play, return Sluggishness to owner's hand.

**Smoke** EN R \*\*\* 0/0 LUR,4th,5th

Each player may only untap one creature during upkeep.

**Sneak Attack** EN R \*\*\* 0/0 UZ

0/0 Choose a creature card from your hand and put it into play.

The creature has haste. At the end of turn, sacrifice the creature.

**Soldier of Fortune** SC U \*\*\* 0/0 AI

0/0 Target player shuffles his library 1/1.

**Solfatara** INS C \*\*\* 0/0 VS

Target player cannot play any land cards this turn. Centrifugal force.

**Song of Blood** SOR C \*\*\* 0/0 VS

Put two land cards from your library into graveyard. For each creature card revealed, all creatures that attack this turn get +1/+0 until end of turn.

**Sonic Burst** INS C \*\*\* 0/0 EX

Discard a card at random. Deals 4 damage to any target.

**Sowing Salt** SOR U \*\*\* 0/0 UD

Remove target nonbasic land from the game. Search its controller's graveyard, hand and library for all copies of that card and remove them from the game.

**Spellslock** EN U \*\*\* 0/0 EX

When a player casts a spell, Spellslock deals 2 damage to him.

**Spinel Villain** SC R \*\*\* 0/0 LG

0/0 Destroy target blue creature. 1/2.

**Splitting Drabs** SC U \*\*\* 0/0 VS,6th

Deals damage to target creature equal to number of mountains you control.

**Splitting Hydra** SC R \*\*\* 0/0 SH

Hydra comes into play with four +1/+1 counters on it. 0/0 Remove a +1/+1 counter from Hydra: Deal 1 damage to target creature.

**Splitting Earth** SOR C \*\*\* 0/0 MG,6th

Deals damage to target creature equal to number of mountains you control.

**Smash** SOR R \*\*\* 0/0 UZ

Bury target wall.

**Two-headed Dragon** SC R \*\*\* 0/0 MM

Flying. At +2/+2 and end of turn. Dragon can't be blocked except by two or more creatures. It will block one additional creature.

**Upfall Battle** EN U \*\*\* 0/0 MM

Creates your opponents play come into play tapped.

**Whiten Trill** SC U \*\*\* 0/0 UZ,LUR,4th

0/0 Regenerates. 2/2.

**Warchild's Crusader** SC C \*\*\* 0/0 AI

0/0 Can only be blocked by walls. Bury Crusader at the end of turn. 3/2

**Warchild's War-Riders** SC R \*\*\* 0/0 AI

Trample, rampage. 1/1: Put a survivor into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4

**Vertigo** INS U \*\*\* 0/0 UZ,LUR

Deals 2 damage to target flying creature, which loses flying this turn.

**Veteran's Vision** EC C \*\*\* 0/0 AI

Play on a creature you control. Tap enchanted creature. Target

NAME KIND CR PR COST SETS

Deals X damage to each creature without flying. Each creature gains +1/+1 until end of turn. 1/3

**Wall of lava** SC U \*\*\* 0/0 IA

Prevent 1 damage to this creature from Torrent of Lava.

**Total War** EN R \*\*\* 0/0 IA

When any player attacks, destroy all untargeted non-wall creatures that don't attack. Does not affect creatures that came into play this turn.

**Tremor** SOR C \*\*\* 0/0 VS,6th MM

Tremor deals 1 damage to each creature without flying.

**Trumpet Blast** INS C \*\*\* 0/0 LD

Attacking creatures gain +2/+0 until end of turn.

**Tunnel** SOR U \*\*\* 0/0 UZ,LUR,4th

Bury target wall.

**Two-headed Dragon** SC R \*\*\* 0/0 MM

Flying. At +2/+2 and end of turn. Dragon can't be blocked except by two or more creatures. It will block one additional creature.

**Upfall Battle** EN U \*\*\* 0/0 MM

Creates your opponents play come into play tapped.

**Whirlwind** SC U \*\*\* 0/0 SH

Regenerates. 2/2.

**Widow's Curse** SC C \*\*\* 0/0 MM

0/0 Can only be blocked by walls. Bury Crusader at the end of turn. 3/2

**Widow's War-Riders** SC R \*\*\* 0/0 AI

Trample, rampage. 1/1: Put a survivor into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4

**Whirlwind** SC U \*\*\* 0/0 UZ

Each player sacrifices four lands, then Whirlwind deals 4 damage to each creature.

**Whirlwind Emmissary** SC U \*\*\* 0/0 MG

Protection from white. 0/0 +1/+0 until end of turn. 2/4

**Winds of Change** SOR R \*\*\* 0/0 LG,6th

When Wind comes into play, flip a coin. If you lose, return Wind to your hand. 1/4

**Whistling Wumpus** SC R \*\*\* 0/0 UZ

Each player sacrifices four lands, then Whistling Wumpus deals 4 damage to each creature.

**Whistling Wumpus** SC R \*\*\* 0/0 UZ

Whenever you cast a creature spell, Whistling Wumpus deals 1 damage to each creature and each player.

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NAME	KIND	CR	PR	COST	SETS	NAME	KIND	CR	PR	COST	SETS	NAME	KIND	CR	PR	COST	SETS
Of your non-artifact creatures, only Lepanira may attack.		B/4				••••• Target blocked creature does no damage this turn. 1/1.						Instant. 2/1.					
<b>Alabaster Dragon</b>	SC	R	***	●●●	WL	<b>Benevolent Unicorn</b>	SC	C	***	●●	MG	<b>Defensive Formation</b>	EN	U	**	*	UZ
Flying. If Dragon is put into any graveyard from play, shuffle Dragon into its owner's library. 4/4.						Whenever a spell assigns damage, that damage is reduced by 1/1.						You choose how creature attacking you deal combat damage.					
<b>Alabaster Petion</b>	INS	C	***	●●●	L.B.4th,5th	<b>Black Scarf</b>	EC	U	**	*	IA	<b>Devout Harpist</b>	SC	C	**	*	UL
Target player gains X life or prevent X damage to any target.						Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						Destory target creature enchantment. 1/1.					
<b>Alabaster Wall</b>	SC	C	***	●●●	MM	<b>Black Ward</b>	EC	U	**	*	L.R.4th	<b>Devout Witness</b>	SC	C	***	●●●	MM
• Prevent the next 1 damage that would be dealt to target creature or player this turn. 0/4.						Target creature gains protection from black.						Destory target artifact or enchantment. 2/2.					
<b>Alarm</b>	INS	C	***	●●●	MG	<b>Blade of Glory</b>	INS	R	**	*	LU	<b>Disciple of Grace</b>	SC	C	**	*	UZ
Untap target non-attacking creature. It gains +1/+1 until end of turn.						Target creature must block all creatures that it is able to block.						Protection from black. Cycling 1/2.					
<b>Alley</b>	INS	C	***	●●●	EX	<b>Blessed Reversal</b>	INS	R	**	*	UL	<b>Disciple of Law</b>	SC	C	**	*	UZ
Buyback. • Destory target enchantment.						Gain 3 life for each creature attacking you.						Protection from red. Cycling 1/2.					
<b>Alms</b>	EN	R	***	●●●	WL	<b>Blessed Wine</b>	INS	C	***	●●●	IA,5th	<b>Disposer</b>	INS	C	**	*	MG
• Remove the top card in your graveyard from the game. Prevent 1 damage to any creature.						Gain 1 life. Centrif.						Put target artifact or enchantment on top of its owner's library.					
<b>Amru Kithkin</b>	SC	C	***	●●●	LG,4th	<b>Blessing</b>	EC	R	**	*	L.R.4th	<b>Disenchant</b>	INS	C	***	●●●	Basic*
Creatures with power greater than 2 may not block Amru. 1/1.						• Prevent all damage to you from one black source.						Destory target enchantment or artifact. Also in 1A,MG,TM,LUZ,MM					
<b>Angelic Blessing</b>	SOR	C	***	●●●	EX	• Return Blinking Spirit to its owner's hand. 2/2.						<b>Divine Intervention</b>	EN	R	**	*	LG
Target creature gains +3/+3 and flying until end of turn.						• Prevent all damage to you from one blue source.						Put four counters on Intervention. Remove one counter during your upkeep. When both are removed, the game ends at 1/1.					
<b>Angelic Chorus</b>	EN	R	***	●●●	UZ	• Prevent all damage to you from one white source.						<b>Divine Offering</b>	INS	C	***	●●●	LG,MG,5th
When a creature comes into play under your control, gain life equal to its toughness.						• Prevent all damage to you from one green source.						Destory target artifact, gaining life equal to its casting cost.					
<b>Angelic Curator</b>	SC	C	**	*	UL	• Prevent all damage to you from one red source.						<b>Divine Retribution</b>	INS	R	**	*	MG
Flying, protection from artifacts. 1/1.						• Prevent all damage to you from one black source.						Deals 1 damage to target attacking creature for each attacking creature.					
<b>Angelic Page</b>	SC	C	**	*	UZ	• Prevent all damage to you from one blue source.						<b>Divine Transformation</b>	EC	U	**	*	LG,L.B.4th,6th
Flying. • Target attacking or blocking creature gains +1/+1 until end of turn. 1/1.						• Prevent all damage to you from one white source.						Target creature gains +3/+3.					
<b>Angelic Protector</b>	SC	U	***	●●●	TM	• Prevent all damage to you from one green source.						<b>Drought</b>	EN	U	***	*	IA
Flying. If Protector is target of a spell or ability, it gains +0/+3 until end of turn. 2/2.						• Prevent all damage to you from one red source.						During your upkeep, play ••• or destroy Drought. In order to cast a spell that has • as part of its casting cost or use an ability that requires •, the player must sacrifice a swamp for each • in the spell or effect.					
<b>Angelic Renewal</b>	EN	C	***	●●●	WL	• Prevent all damage to you from a creature with shadow.						<b>Duskride Faerie</b>	SC	C	**	*	WL
If any creatures are put into your graveyard from play, you may buy Angelic Renewal and put one of those creatures into play.						• Prevent all damage to you from one black source.						Flying protection from black. 1/1.					
<b>Angelic Voices</b>	EN	R	***	●●●	LG,C	• Prevent all damage to you from one blue source.						<b>Dust to Dust</b>	SOR	U	***	*	DK,5th
If you control only white or artifact creatures, all creatures you control gain +1/+1.						• Prevent all damage to you from one white source.						Remove two target artifacts from the game.					
<b>Angry Mob</b>	SC	U	***	●●●	DK,4th	<b>Circle of Protection: Artifacts</b>	CH	U	**	*	LU	<b>Ekundu Griffin</b>	SC	C	***	●●●	MG,5th
Trample. During your turn, equals the total number of swamps all opponents control. Otherwise, it equals 12+2*2*•.						Red	EC	C	***	●●●		Flying. First strike. 2/2.					
<b>Animate Wall</b>	EC	R	**	*	Basic	<b>Circle of Protection: Basic</b>	CH	U	**	*	LU	<b>Elder Land Wurm</b>	SC	R	**	*	LG,4th
Target wall may now attack.						Blue	EC	U	**	*	LU	Trample. Cannot attack until it has been assigned to block. 5/5.					
<b>Anoint</b>	INS	C	**	*	TM	<b>Circle of Protection: Energy</b>	CH	U	**	*	LU	<b>Elith Archers</b>	SC	R	**	*	UZ
Buyback. • Prevent up to 3 damage to any creature.						Green	EC	R	**	*	LU	Deals 3 damage to target attack or blocking creature. 3/3.					
<b>Archangel</b>	SC	R	***	●●●	VS,6th	<b>Circle of Protection: Shadow</b>	CH	U	**	*	LU	<b>Elite Javeliner</b>	SC	C	**	*	TM
Flying. Attacking does not cause Archangel to tap. 5/5						Yellow	EC	U	**	*	LU	If Javeliner blocks, it deals 1 damage to target attacking creature 2/2.					
<b>Archery Training</b>						<b>Circle of Protection: Water</b>	CH	U	**	*	LU	<b>Evil Healer</b>	SC	C	**	*	IA
At the beginning of your upkeep, you may put a counter on Training Enchanted creature gains •. This creature deals X damage to target attacking or blocking creature, where X is the number of counters.						Red	EC	R	**	*	LU	• Prevent 1 damage to any target or 2 damage to a green creature. 1/2.					
<b>Arctic Foxes</b>	SC	C	**	*	IA	<b>Circle of Protection: White</b>	CH	U	**	*	LU	<b>Empyrial Armor</b>	EC	C	***	●●●	WL
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						Blue	EC	U	**	*	LU	Enchanted creatures gains +X+1/X, where X is the number of lands in your hand.					
<b>Arent Militia</b>	SC	U	***	●●●	WL,6th	<b>Circle of Protection: Wind</b>	CH	U	**	*	LU	<b>Enchanted Being</b>	SC	C	**	*	LG
Attacking does not cause Arent Militia to tap. 2/2.						White	EC	R	**	*	LU	Takes no combat damage from enchanted creatures. 2/2.					
<b>Aransson's Aura</b>	EN	C	***	●●●	IA,5th	<b>Clarity</b>	EN	U	**	*	LU	<b>Enduring Renewal</b>	EN	R	***	●●●	IA
Sacrifices an enchantment to destroy target enchantment.						Red	EC	R	**	*	LU	Play with your hand face up. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.					
<b>Argivian Archaeologist</b>	SC	R	***	●●●	AQ	<b>Cloudy</b>	EN	U	**	*	LU	<b>Energy Storm</b>	EN	R	***	●●●	CU
Return an artifact from your graveyard to your hand. 1/1.						White	EC	U	**	*	LU	CU	• Damage done by Instants, Interrupts and sorceries is reduced to 0. Flying creatures do not untap during their controller's upkeep.				
<b>Argivian Blacksmith</b>	SC	C	**	*	AQ	<b>Cloudy</b>	EN	U	**	*	LU	<b>Enlightened Tutor</b>	INS	U	***	*	MG,8th
• Prevent 2 damage to target artifact creature. 2/2.						Blue	EC	R	**	*	LU	Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card on top of your library.					
<b>Argivian Find</b>	INS	U	**	*	WL	<b>Cloudwash</b>	EC	R	**	*	LU	<b>Equinox</b>	EL	C	**	*	LG
Return target artifact or enchantment from your graveyard to your hand.						Yellow	EC	U	**	*	LU	Tap enchanted land. Counter target spell that would destroy one or more of your lands.					
<b>Armageddon</b>	SOR	R	****	●●●●	Basic	<b>Coat of Arms</b>	EC	R	**	*	LU	<b>Equipoise</b>	EN	R	**	*	VS
Destroys all lands.						Red	EC	R	**	*	LU	During your upkeep, for each land player controls in excess of the lands you control, target land he controls phases out. Repeat this process for artifacts and creatures.					
<b>Armistic</b>	EN	R	**	*	MM	<b>Cold Snap</b>	EN	U	**	*	LU	<b>Erase</b>	INS	C	***	*	UL
• Draw a card and target opponent gains 3 life.						White	EC	R	**	*	LU	Remove target enchantment from the game.					
<b>Armor of Faith</b>	EC	C	**	*	IA,5th	<b>Cometh Lield</b>	SC	U	**	*	LU	<b>Errand of Duty</b>	INS	C	**	*	AI
Target creature gains +1/+1. •+0/+1.						Blue	EC	R	**	*	LU	Put a 1/1 banding white Knight token into play.					
<b>Armor Silver</b>	SC	U	**	*	TM	<b>Conviction</b>	EC	R	**	*	LU	<b>Ethereal Champion</b>	SC	R	***	●●●●	MG,6th
Each Silver gains •. This creature gains +1/+1 until end of turn. 2/2.						Green	EC	R	**	*	LU	Play 1 life. Prevent 1 damage to Ethereal Champion. 3/4					
<b>Armored Pegase</b>	SC	C	**	*	TM,Bm	<b>Catalyst</b>	SOR	R	***	●●●●	EX	<b>Exalted Dragon</b>	SC	R	**	*	EX
Flying. 1/2.						Red	EC	R	**	*	LU	Playing Dragon cannot attack. Sacrifice a land. Dragon may attack this turn. 5/5					
<b>Army of Alias</b>	INS	C	***	●●●	AN	<b>Catastrophe</b>	SOR	R	***	●●●●	LU	<b>Exile</b>	INS	R	***	*	AI,Bm
All attacking creatures gain +2/+0 until end of turn.						Yellow	EC	R	**	*	LU	Remove target non-white attacker from the game. Gain its equal to its toughness.					
<b>Arrast</b>	EC	U	***	●●●	MM	<b>Cause</b>	EN	U	**	*	LU	<b>Exorcist</b>	SC	R	**	*	DK
Enchanted creature can't attack, block or use any activated abilities.						White	EC	R	**	*	LU	• Destory target black creature. 1/1.					
<b>Artifact Ward</b>	EC	C	**	*	AQ	<b>Caveat</b>	EN	R	**	*	LU	<b>Farrel's Zealot</b>	SC	C	**	*	FE
Target creature may not be blocked by artifact creatures, cannot be targeted by artifacts, and takes no damage from artifacts.						Blue	EC	R	**	*	LU	• Destory target black creature. 1/1.					
<b>Arafa of Silence</b>	EN	R	***	●●●	WL	<b>Catfish</b>	EN	U	**	*	LU	<b>Farrel's Zealot</b>	SC	C	**	*	FE
Artifact and enchantment spells cost target opponent an extra • to play. Sacrifice. Destroy target artifact or enchantment.						Green	EC	R	**	*	LU	• Destory target black creature. 1/1.					
<b>Araratag</b>	SC	R	**	*	TM	<b>Catfish</b>	EN	U	**	*	LU	<b>Farrel's Zealot</b>	SC	C	**	*	FE
Sacrifica an enchantment. •+2/+2 until end of turn. 2/2.						Yellow	EC	R	**	*	LU	• Destory target black creature. 1/1.					
<b>Auspicious Ancestor</b>	SC	R	***	●●●	HL	<b>Catfish</b>	EN	U	**	*	LU	<b>Farrelle Priest</b>	SC	U	**	*	FE
If Ancestor is put into graveyard from play, gain 1 life. Use only when a white spell is cast and only once per spell. 2/2.						White	EC	R	**	*	LU	• Add • to pool. Buy if more than • is spent in one turn. 1/3					
<b>Avenging Angel</b>	SC	R	***	●●●	HL	<b>Catfish</b>	EN	U	**	*	LU	<b>Fasting</b>	EN	U	**	*	FE
Flying. If Angel is put into any graveyard from play, you may put it on top of owner's library. 3/3.						Blue	EC	R	**	*	LU	Skin your draw step. Gain 2 life. Fasting. If you draw a card for any reason or when it has been played for 1 of your upkeep.					
<b>Average Bureaucrat</b>	SC	C	***	●●●	HL,5th	<b>Catfish</b>	EN	U	**	*	LU	<b>Favorable Destiny</b>	EC	U	**	*	MG
• Tap target creature with power no greater than 2. 1/1.						Green	EC	R	**	*	LU	As long as you control at least one other creature enchanted creature cannot be target of spells or effects. If creature is white, it gains +1/+2.					
<b>Aysen Crusader</b>	SC	R	***	●●●	HL	<b>Catfish</b>	EN	U	**	*	LU	<b>Federal Healer</b>	SC	C	***	●●●	MG
•+•. Squads deals X damage to target attacking or blocking creature. 2/2.						Yellow	EC	R	**	*	LU	• Prevent 1 damage to any creature or player. 1/1.					
<b>Bandsage</b>	INS	C	**	*	SH	<b>Catfish</b>	EN	U	**	*	LU	<b>Federal Knight</b>	SC	C	***	●●●●	MG
Prevent 1 damage to any creature or player. Draw a card.						White	EC	R	**	*	LU	Ranking. • Attacking does not cause Knight to tap. 2/2.					
<b>Battle Cry</b>	INS	U	**	*	IA	<b>Charmed Griffin</b>	INS	C	**	*	LU						
Untap all your white creatures. All blockers gain +0/+1 this turn.						Blue	EC	R	**	*	LU						
<b>Beast Walkers</b>	SC	R	***	●●●	HL	<b>Charmed Griffin</b>	INS	U	**	*	LU						
Banding until end of turn. 2/2.						Green	EC	R	**	*	LU						
<b>Benalish Hero</b>	SC	C	**	*	HL,4th,5th	<b>Charmed Griffin</b>	INS	U	**	*	LU						
Banding. 1/1.						Yellow	EC	R	**	*	LU						
<b>Benalish Infantry</b>	SC	C	**	*	WL	<b>Charmed Griffin</b>	INS	U	**	*	LU						
Banding. 1/3.						White	EC	R	**	*	LU						
<b>Benalish Knight</b>	SC	C	**	*	WL	<b>Charmed Griffin</b>	INS	U	**	*	LU						
First strike. You may play Knight as an instant. 2/2.						Blue	EC	R	**	*	LU						
<b>Benalish Missionary</b>	SC	C	**	*	WL	<b>Charmed Griffin</b>	INS	U	**	*	LU						
Whenever Bruiser attacks, you may tap up to two creatures. 3/4.						Green	EC	R	**	*	LU						
<b>Charmed Griffin</b>	INS	C	**	*	MM	<b>Charmed Griffin</b>	INS	U	**	*	LU						
Prevent 1 damage to any creature or player. Draw a card.						Yellow	EC	R	**	*	LU						
<b>Che-Arrim Legate</b>	SC	U	**	*	MM	<b>Charmed Griffin</b>	INS	U	**	*	LU						
Protection from black. If an opponent controls a swamp and you control 2 planeswalkers, you may play Legate without paying its cost. 1/2.						White	EC	R	**	*	LU						
<b>Chie-Manno, Revolutionary</b>	SL	C	***	●●●	MM	<b>Charmed Griffin</b>	INS	U	**	*	LU						

# MAGIC

The Gathering®

## Players Guide

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Femeref Scouts SC C \*\* \* MG

1/4.

Fend Off INS C \*\* \* UD

Cycling. Target creature deals no combat damage this turn.

Festival INS C \*\* \* OK

Opponent may not declare an attack this turn. Play during

opponent's upkeep.

Field of Souls EN R \*\*\* \* TM

Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white crea-

ture with flying.

Field Surgeon SC C \*\*\* \* UD

Tap an untapped creature you control. Prevent the next 1

damage to target creature this turn. 1/1

Fira and Brimstone INS U \*\*\* \* DK

Deals 4 damage to target player and deals 4 damage to you.

Only 10% of that if opponent has declared an attack this turn.

Flicker SOR R \*\*\* \* UD

Remove target nontoken perm. from game, then return it to play

under owner's control.

Flickering Ward EC U \*\*\* \* TM

When you play Ward, choose a color. Enchanted creature gains protec-

tion from the chosen color. Return Ward to owner's hand.

Foriyian Brigade SC U \*\*\* \* WL

May block up to two creatures each combat, 2/4.

Formation INS R \*\*\* \* IA

Give target creature barding until end of turn. Cantip.

Fortified Arms C C \*\*\* \* LG, 4th

All your walls gain +1/+0 and barding

Fountain Watch SC R \*\*\* \* MM

Artifacts and enchantments you control can't be the target of

spells or effects. 2/4.

Freewind Falcon SC C \*\* \* VS

Flying protection from red, 1/1.

Fresh Volunteers SC C \*\* \* MM

2/2.

Fylgia ED C \*\*\* \* IA

Put four counters on Fylgia. Remove a counter: Prevent 1

damage to enchanted creature. ♦ Put a counter on Fylgia.

Gallerity INS U \*\*\* \* TM

Target blocker gains +4/+4 until end of turn. Draw a card.

General Jarfeld SL R \*\*\* \* IA

Exchange two blockers without creating an illegal block. 1/2.

Gerrard's Battle Cry EN R \*\*\* \* TM

At all creature you control gain +1/+1 until end of turn.

Gerrard's Wisdom SOR U \*\*\* \* WL

For each card in your hand, gain 2 life.

Glorious Anthem EN R \*\*\* \* UZ

All creatures you control gain +1/+1.

Glyph of Life C C \* LG

Can life equal to the damage dealt to target wall by an attacker.

Gessamer Chains EN C \*\* \* VS

Return to owner's hand: Target unblocked creature deals no combat

damage this turn.

Great Defender INS U \*\*\* \* LG

Target creature gains +3/+X until and of turn, where X is the

creature's cost.

Great Wall EN U \* \* LG

Creatures with planeswalk may be blocked.

Greater Realm of Preservation EN U \*\*\* \* LG, 5th

Prevent all damage to you from a red or black source.

Green Scarab EC U \*\*\* \* IA

Target creature gains +2/+2 as long as any other player has

any green cards. Target creature cannot be blocked by green

creatures.

Green Ward ED U \*\*\* \* LUR, 4th

Target creature gains protection from green.

Guardian Angel INS C \*\*\* \* LUR

Prevent X damage dealt to a target.

Guided Strike INS C \*\*\* \* WL

Target creature gains +1/+0 and first strike until end of turn.

Draw 2 card.

Halloway Ground EN U \*\*\* \* IA

\*. Return a non snow-covered land you control to its

owner's hand.

Hand of Justice SC R \*\*\* \* FE

\*. Tap three white creatures you control! Destroy target

creature, 2/6.

Hannor's Custody EN R \*\*\* \* TM

Artifacts cannot be the target of spells or abilities.

Hasdrub the Abbot SL C \*\*\* \* HL

\*. Redirect to Hasdrub X damage dealt to a white creature

you control. 2/5.

Heal INS C \* \* IA, 5th

Prevent 1 damage to any target. Cantip.

Healing Salve INS C \*\* \* Basic/MGJU

Choose one: Target gains 3 life, or prevent up to 3 damage

to a target.

Heaven's Gate INS U \* \* LG

Change the color of one or more creatures to white until end of turn.

Heavy Ballista SC U \*\*\* \* WL, 6th

\*. Deals 2 damage to target attacking or blocking creature. 2/3.

Herald of Serra EN R \*\*\* \* IA

Flying echo. Attacking does not cause Herald of Serra to tap. 3/4.

Her's Resolve EC C \*\*\* \* MG, 5th

Enhanced creature gets +1/+6.

Heresim EN U \* \* FE

Sacrifice a white creature. Prevent red attackers from dealing

damage in combat this turn. Atmuk may pay ♦ so an

attacker may deal damage normally.

Hidden Retreat EN R \*\*\* \* SH

Choose a card in your hand and put it on top of your library. Pre-

vent all damage from an instant or sorcery.

High Ground EN U \*\*\* \* EX

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Each creature you control may have one additional creature.

Hippocampus SC U \*\* \* \* 1A, 5th

Cannot block creatures with power 3 or greater unless you pay

♦ 1/3.

Holy Armor EC C \*\*\* \* LUR, 4th

Target creature gains +0/+2, +1/+1.

Holy Day INS C \*\* \* LG

Creatures deal no combat damage this turn.

Holy Light INS C \*\* \* OK

Give all non-white creatures -1/-1 until end of turn.

Holy Strength EC C \*\* \* LUR, 4th

Target creature gains +1/+2.

Honor Guard SC C \*\*\* \* SH

\*. Honor Guard gains +1/+1 until end of turn. 1/1.

Honor the Fallen INS R \*\*\* \* MM

Remove all creatures in all graveyards from the game. You gain

1 life for each card removed.

Honorable Passage INS C \*\*\* \* VS

Prevent all damage to you or target creature from any one

source. If that source is red Honorable Passage deals to the

sources a total amount of damage equal to the amount of

damage prevented.

Hope and Glory INS U \*\*\* \* UL

Untap two target creatures. Each gains +1/+1 until end of turn.

Hope Charm INS C \*\* \* VS

Choose one: Target creature gains first strike until end of turn,

or target player gains 2 life or destroy target local enchantment.

Iron Task Elephant SC U \*\* \* \* MG

Trample, 3/3.

Iron Will INS C \*\* \* \* UL

Target creature gains +0/+4 until end of turn. Cycling.

Island Sanctuary EN R \*\*\* \* LUR, 4th

If you decline one card during your draw phase, only flying or

slandwalking creatures may attack you until your next turn.

Ivory Charm INS C \*\* \* MG

Choose one: all creature gain -2/+0 until end of turn; or prevent 1

damage to any creature or player or tap target creature.

Ivory Gargoyle SC R \*\*\* \* AI

Flying. If Gargoyle is put into the graveyard from play put it into

play under owner's control at end of turn and skip your next

draw step. ♦ Remove Gargoyle from the game. 2/2.

Ivory Guardian SC U \*\*\* \* LUR, 5th

Protection from red. All Guardians are +1/+1 if opponent

controls any red cards. 3/3.

Ivory Mask EN R \*\*\* \* MM

You can't be the target of spells or abilities.

Jahari's Influence INS R \*\*\* \* MG

Play only after combat. Gain control of target non-artifact creature

that attacked you this turn and put a -1/-1 counter on it.

Jamraasa Lion SC C \*\* \* VS

\*. Target creature cannot block this turn. 3/1.

Jasmine Seer SC U \*\*\* \* UD

♦ ♦ ♦ Reveal any number of white cards in your hand. You

gain 2 life for each card revealed this way. 1/1

KILLER COMBOS

Choose a card type. Target opponent

reveals his or her hand. Blood Oath

deals 1 damage to that player for each

card of the chosen type revealed this

way. (The card types are artifact,

creature, enchantment, nature, land, and

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creature, enchantment, nature, land, and

spell.)

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NAME	KIND	CR	PR	COST	SETS
When Reclit comes into play, destroy target permanent. 1/1					
<b>Moonlit Wake</b>	EN U	***	**	MN	
Whenever a creature is put into a graveyard from play, gain 1 life.					
<b>Mourish Cavalry</b>	SC C	**	**	MM	
Trample, 3/3.					
<b>Morale</b>	INS C	**	**	CK, 4th	
G4 attacking creatures gains +1/+1 until end of turn.					
<b>Mother of Runes</b>	SC U	***	*	UL	
Target creature you control gains protection from a color of your choice until end of turn 1/1.					
<b>Mounted Archers</b>	SC C	***	**	TM	
Can block creatures with flying. Can block an additional creature this turn, 2/3.					
<b>Mtenda Griffin</b>	SC U	***	**	MG	
Flying, *+. Return Griffin to owner's hand and return target Griffin in your graveyard to your hand. Use only during your upkeep 2/2.					
<b>Mtenda Herder</b>	SC C	**	*	MG	
Ranking, 1/1					
<b>Muzzle</b>	EC C	***	**	MM	
Prevent all damage that would be dealt by enchanted creature.					
<b>Nightwind Glider</b>	SC C	***	**	MM	
Flying protection from black, 2/1.					
<b>Noble Elephant</b>	SC C	***	**	MG	
Banging, trample, 2/2.					
<b>Noble Purpose</b>	EN U	***	**	MN	
Whenever a creature you control deals combat damage, you gain that much life.					
<b>Noble Steeds</b>	EN C	**	**	AI	
*+. Target creature gains first strike until end of turn.					
<b>Nomads en-Kor</b>	SC C	**	*	SH	
Redクトり damage from Nomads en-Kor to a creature you control, 1/1.					
<b>Northern Paladin</b>	SC R	***	**	LUR, 4th	
*+. Destroy target black permanent, 3/3.					
<b>Null Chamber</b>	EW R	***	**	MG	
You and target opponent each name any card except basic land. Those cards cannot be played.					
<b>Oath of Lieges</b>	EN R	***	**	EX	
During each player's upkeep, if he controls fewer lands than target opponent, he may search his library for a basic land card and put that land into play.					
<b>Opal Acroith</b>	EN U	**	**	UZ	
Whenever an opponent successfully casts a creature spell, if Acroith is an enchantment, it becomes a 2/4 Guardian creature. Acroith becomes an enchantment.					
<b>Opal Archangel</b>	EN R	**	**	UZ	
When one of your opponents casts a creature Archangel becomes a 5/5 Flying Angel. Attacking does not cause Archangel to tap.					
<b>Opal Avenger</b>	EN - R	**	**	UL	
When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts as a guardian.					
<b>Opal Caryatid</b>	EN C	**	*	UZ	
When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Siren.					
<b>Opal Champion</b>	EN C	**	**	UL	
When one of your opponents successfully casts a creature spell, Opal Champion becomes a 3/3 creature with first strike that counts as a knight.					
<b>Opal Gorgoyles</b>	EN C	**	**	UZ	
When one of your opponents successfully casts a creature spell, Gorgoyles becomes a 2/2 Flying Gargoyle.					
<b>Opal Titan</b>	EN R	***	**	UZ	
When one of your opponents successfully casts a creature spell Titan becomes a 4/4 creature with protection from each of that player's colors and that counts as a giant.					
<b>Opalescence</b>	EN R	***	**	UD	
Each other global enchantment is also a creature with power and toughness equal to its converted mana cost.					
<b>Oracle en-Vee</b>	SC R	**	*	TM	
Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn, 1/1.					
<b>Order of Leitbur</b>	SC C	***	**	FE	
Protection from black, *+. 1+/-1+. First strike, 2/1.					
<b>Order of the Sacred Torch</b>	SC R	***	**	IA5th 6th	
*+. Put 1 counter to a creature's spell, 2/2.					
<b>Order of the White Shield</b>	SC U	***	**	IA5th	
Protection from black, *+. 1+/-1+. First Strike, 2/1.					
<b>Orim, Sanitas Healer</b>	SL R	***	**	TM	
Courts as a Cleric. Prevent up to 3 damage to any creature or player, 1/3.					
<b>Orim's Cure</b>	INS U	***	**	MN	
If you control a plains, you may tap an untargeted creature you control instead of paying the cost of Orim's Cure. Prevent the next 4 damage that would deal to target creature or player this turn.					
<b>Orim's Prayer</b>	EN U	**	**	TM	
If any creature attacks you, gain 1 life for each attacking creature.					
<b>Osai Vultures</b>	SC U	**	**	LG, 4th	
Hunting. After a turn in which a creature died, and a counter to Vultures. Remove two counters. Vultures gain +1/+1 until end of turn, 1/1.					
<b>Pacifism</b>	EC C	***	**	MGT, MZC, 6th	
Enchanted creature cannot attack or block.					
<b>Paladin en-Vee</b>	SC R	***	**	EX	
First strike, protection from black permanent from red, 2/2.					
<b>Parapet</b>	EN C	**	**	VS	
You may choose to play Parapet as an instant if you do, copy it at end of turn All creatures you control get +0/+1.					
<b>Pariah</b>	EC R	**	**	UZ	
Redirect to enchanted creature all damage dealt to you.					
<b>Path of Peace</b>	SC C	**	**	UZ	
Destroy target creature. That creature's owner gains 4 life.					
<b>Peace and Quiet</b>	INS U	**	*	UL	
Destroy two target enchantments.					
<b>Peace of Mind</b>	EN U	***	**	EX	
*+. Choose and discard a gain. Gain 3 life.					
<b>Peace Talks</b>	SDR U	**	*	VS	
During the turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.					
<b>Peacekeeper</b>	SC R	***	**	WL	
During upkeep, pay *+. or keep. Creatures cannot attack 1/1.					
<b>Pearl Dragon</b>	SC R	***	**	MGT, 6th	
Flying, *+. -0/+1. 4/4.					
<b>Pearled Unicorn</b>	SC C	**	**	LUR, 4th 5th	
2/2.					
<b>Pegasus Charger</b>	SC C	**	*	UL	
Flying first strike, 2/1.					

NAME	KIND	CR	PR	COST	SETS
<b>Pegasus Refuge</b>	EN R	**	**	MN	
*+. Choose and discard a card. Put a Pegasus token into play. Treat as a 1/1 white creature with flying. Should be named Pegasus Refuge.					
<b>Pegasus Stampede</b>	SDR U	***	**	EX	
Buyback. Sacrifice a land. Put a 1/1 white flying Pegasus token into play.					
<b>Penance</b>	EN U	***	**	EX	
Choose a card from your hand and put that card on top of your library. Prevent all damage from a black or red source.					
<b>Personal Incantation</b>	SC R	***	**	LUR, 4th	
Owner may redirect any amount of damage done to Incantation himself instead. If Incantation dies, owner loses half his life (round up). B/G.					
<b>Petra Sphinx</b>	SC R	**	**	L.G.C.H	
*+. Target player names a card, and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard, 3/4.					
<b>Plenty</b>	INS C	**	**	AN, 4th	
+0/+3 to all defending creatures until end of turn.					
<b>Pikemen</b>	SC C	***	**	DK, 4th, 5th	
Banding, first strike, 1/1.					
<b>Plague Warrior</b>	SC C	***	**	MM	
Whenever Warrior is dealt combat damage, you gain that much life, 2/3.					
<b>Planar Birth</b>	SDR R	***	**	UZ	
Put all basic lands, from all graveyards into play under their owners' control tapped.					
<b>Planar Collapse</b>	EN R	***	**	UL	
During your upkeep, if there are four or more creatures in play, sacrifice Colossal and destroy all creatures. Those creatures cannot be regenerated this turn.					
<b>Preacher</b>	SC R	***	**	DK	
*+. Gain control of an opponent's creature or his choice. If Preacher jams or leaves play, you lose control of the creature, 1/1.					
<b>Presence of the Master</b>	EN U	**	**	L.G.U.	
Whenever a player plays an enchantment spell, counter it.					
<b>Prismatic Circle</b>	EN C	**	**	MG	
CL, *+. Choose a color. *+. Prevent all damage to you from a source of that color.					
<b>Prismatic Ward</b>	EC C	**	**	L.G, 5th	
Choose a color. Prismatic Ward comes into play. All damage dealt to enchanted creature by sources of that color is reduced to 0.					
<b>Prophecy</b>	SC R	*	*	HL	
Reveal the top card of opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his library. Cardplay.					
<b>Purification</b>	INS U	**	**	L.G, 4th	
Change the color of one card being played or in play to white.					
<b>Purify</b>	SDR R	**	**	UL	
Destroy all artifacts and enchantments.					
<b>Pursuit of Knowledge</b>	EN R	***	**	SH	
Pick drawing a card. Put a counter on Pursuit. Remove three counters from Pursuit. Sacrifice. Draw seven cards.					

NAME	KIND	CR	PR	COST	SETS
<b>Rappelling Scouts</b>	SC R	***	**	MN	
Flying, *+. Scour pain protection from the color of your choice until end of turn, 1/4.					
<b>Rashida Scablene</b>	SL R	**	**	MG	
Bury target attacking or blocking Dragon. Gain life equal to its power, 3/4.					
<b>Rashka the Slayer</b>	SL U	**	**	HL	
Can block creatures with flying if Rashka the Slayer blocks a black creature. It gains +1/+2 until the end of turn, 3/3.					
<b>Reaping the Rewards</b>	INS C	***	*	EX	
Buyback. Sacrifice a land. Gain 2 life.					
<b>Reconnaissance</b>	EN U	***	*	EX	
*+. Remove target attacking creature you control from combat and into it.					
<b>Red Scarab</b>	EC U	**	*	UL	
Target creature gains +2/+2 as long as other player has any red cards. Target creature cannot be blocked by red creatures.					
<b>Red Ward</b>	EC U	**	*	LUR, 4th	
Target creature gains protection from red.					
<b>Redeem</b>	INS U	***	*	UZ	
Prevent all damage to one or two creatures.					
<b>Regal Unicorn</b>	SC C	**	*	5th, 6th	
Put up to 3 creature cards from your graveyard on top of your library in any order.					
<b>Reinforcements</b>	INS C	***	*	AI	
Put up to 5 creature cards from your graveyard on top of your library in any order.					
<b>Refuge</b>	EN U	**	*	VS	
You may choose to play Refuge as an instant: if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.					
<b>Reliquary Monk</b>	SC C	**	*	UD	
When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment, 2/2.					
<b>Remedy</b>	INS C	**	*	VS, 5th	
Prevent up to 5 damage to any number of creatures and/or players.					
<b>Rememberance</b>	EN R	***	*	UZ	
Whenever a noncreature target you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into play.					
<b>Reverberation</b>	INS C	**	*	LG	
Return all your enchantments to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.					
<b>Resource</b>	INS U	***	*	MM	
Sacrifice. Any number of permanents: You gain 2 life for each one sacrificed.					
<b>Revenant</b>	SOR J	***	*	TM	
Target creature deals to itself damage equal to its power.					
<b>Reverent Blacksmith</b>	SC C	**	*	AL, 6th	
Protection from red, 1/2.					
<b>Replenish</b>	SDR R	***	*	UD	
Return all enchantment cards from your graveyard to play.					

NAME	KIND	CR	PR	COST	SETS
<b>Rolling Stones</b>	EN R	***	*	SH	
Walls can attack as though they were not Walls.					
<b>Royal Decree</b>	EN R	**	**	AI	
CL: Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Decree deals 1 damage to its controller.					
<b>Royal Herald</b>	SC C	**	*	AI	
Life 1/1.					
<b>Rep: Artifacts</b>	EN U	**	*	UZ	
*+. Prevent all damage to you from an artifact source. Cycling *.					
<b>Rep: Black</b>	EN C	**	*	UZ	
*+. Prevent all damage to you from a black source. Cycling *.					
<b>Rep: Blue</b>	EN C	**	*	UZ	
*+. Prevent all damage to you from a blue source. Cycling *.					
<b>Rep: Green</b>	EN C	**	*	UZ	
*+. Prevent all damage to you from a green source. Cycling *.					
<b>Rep: Lands</b>	EN R	**	*	UZ	
*+. Prevent the top card of your library from attacking you for each damage prevented.					
<b>Sacred Ground</b>	EN R	***	*	SH	
Whenever an effect controlled by you prevents a land into your graveyard from play, put that land into play.					
<b>Sacred Guide</b>	SC C	**	*	TM	
*+. Sacrifice Guide: Reveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand, 1/1.					
<b>Sacred Mesa</b>	EN R	***	*	MG	
During your upkeep, you may affect a Pegasus or buy Sacred Mesa. *+. Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.					
<b>Sacred Phoenix</b>	SC R	**	*	SH	
*+. Prevent all damage from a target creature or player.					
<b>Sacred Sanctuary</b>	EN U	**	*	UD	
Whenever one of your opponents puts a mountain for mana, you gain 1 life.					
<b>Sacred Custodian</b>	SC C	**	*	UD	
*+. Prevent up to 2 damage to a creature or player.					
<b>Sacred Guardian</b>	SC U	***	*	UZ	
Sacrifice: Prevent all damage to a creature or player from one source.					
<b>Savannah Lions</b>	SC R	***	*	LUR, 4th	
2/1.					
<b>Scarecrow</b>	INS U	*	*	SH	
Sacrifice a creature: Return any number of target creatures you control to owner's hand.					
<b>Screams of the Veteran</b>	INS U	***	*	AI	
You may remove a white card in hand from game instead of paying casting cost. Prevent up to 7 damage to target creature or player.					
<b>Scent of Jasmine</b>	INS C	**	*	UD	
Reveal any number of white cards in your hand. Gain 2 life for each card revealed.					
<b>Scour</b>	INS U	**	*	UD	
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for copies of that card and remove them from the game. That player then shuffles his library.					
<b>Seasoned Marshal</b>	SC U	***	*	UZ	
Whenever Marshal attacks, you may tap target creature.					
<b>Seasoned Tactician</b>	SC U	**	*	AI	
*+. Remove the top four cards of your library from the game. Prevent all damage to you from one source.					
<b>Security Detail</b>	EN R	**	*	MM	
*+. Put a 1/1 white Soldier token into play. Play this ability only if you control no creatures and only once each turn.					
<b>Seeker</b>	EC C	**	*	L.G, 4th	
Target creature may only be blocked by white or artifact creatures.					
<b>Seraph</b>	SC R	**	*	LA, 6th	
Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. But if Seraph leaves play or your control, 4/4.					
<b>Serene Offering</b>	INS U	**	*	TM	
Destroy target enchantment. Gain life equal to its total casting cost.					
<b>Serenity</b>	EN R	***	*	WL, 6th	
During your upkeep, bury all artifacts and enchantments.					
<b>Serra Advocate</b>	SC U	***	*	UD	
During your upkeep, bury all artifacts and enchantments.					
<b>Serra Mantra</b>	INS R	***	*	MM	
You may remove a white card in your hand from the game instead of paying Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn.					
<b>Serra Damage</b>	INS R	***	*	Basic	
Prevent all damage from one source, and gain an equal amount of life.					
<b>Serra Polarities</b>	INS C	**	*	A.Q.R.	
All damage you have taken from all artifacts that turn is retroactively added to your life total instead.					
<b>Sightsaurus</b>	EN C	**	*	VS, MM	
*+. Pay 2 life. Prevent all damage to you from any one source.					
<b>Sightless</b>	INS R	**	*	LUR, 4th, 5th	
Target creature gains +7/+7 until end of turn.					
<b>Ritual of Steel</b>	EB C	***	*	MG	
Target creature gains +0/+2. Cantip.					
<b>Ritualistic Indigation</b>	EN U	**	*	MM	
Whenever a creature blocks a black or red creature, the blocking creature gains +1/+1 until end of turn.					
<b>Righteous Auras</b>	INS C	**	*	MM	
*+. Pay 2 life. Prevent all damage to you from a white source.					
<b>Righteousness</b>	INS R	**	*	LUR, 4th, 5th	
Target creature gains +7/+7 until end of turn.					
<b>Ritual of Steel</b>	EB C	***	*	MG	
Enchanted creature gains +0/+2. Cantip.	</td				

# MAGIC

The Gathering®

## Players Guide

### NAME KIND CR PR COST SETS

**Staunch Defenders** SC U \*\*\* \* TM6h When Staunch Defenders comes into play, gain 4 life. 3/4.

**Staafard Guard** SC C \*\*\* \* MM

Attack if doesn't cause Guard to tap. 2/2.

**Story Circle** EN U \*\*\* \* MM

As Circle comes into play choose a color. \*: The next time a source of the chosen color would deal damage to you this turn, prevent that damage.

**Sun Sleep** EG C \*\*\* \* VS

Enchanted creature gains +1/+1. \*

Return creature to owner's hand.

**Samwell** SC R \*\*\* \* MG,6h

Flying Cannot block creatures with power 2 or less. 5/6.

**Sustainer of the Realm** SC U \*\*\* \* UL

Flying Whenever Sustainer blocks, it gains +0/+2 until end of turn 2/3.

**Sustaining Spirit** SC R \*\*\* \* AI

CU: \* Any damage that would reduce your life total to less than 1 instead reduces it to 1. D/V.

**Swords to Plowshares** INS U \*\*\* \* Lj,R4thh

Remove target creature from game. Controller gains life equal to its power.

**Sworn Defender** SC R \*\*\* \* AI

\* Change power to the toughness of target creature blocking or being blocked by Swarm Defender, minus 1 until end of turn. Change toughness to plus the power of that creature, until end of turn 1/3.

**Talon Silver** SC C \*\*\* \* TM

All Silver gain first strike. 1/1.

**Tariff** SC R \*\*\* \* WL,6h

Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or less for the creature.

**Task Force** SC C \*\*\* \* MM

Whenever Force becomes the target of a spell or ability, it gains +0/+3 until end of turn 1/3.

**Tefet's Honor Guard** SC U \*\*\* \* VS

Ranking 0: Phases out. 2/2.

**Temper** INS U \*\*\* \* SH

Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.

**Terenko Griffin** SC C \*\*\* \* MG

Banding Flying. 2/2.

**Tethered Griffin** SC R \*\*\* \* UD

Flying. When you control no enchantments, sacrifice Tethered Griffin 2/3.

**Thermal Glider** SC C \*\*\* \* MM

Flying, protection from rod. 2/2.

**Title** INS R \*\*\* VS

Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal these cards to all players and put them into your hand.

**Tivatid's Crusade** SOR U \*\*\* \* DM

All Goals are destroyed.

**Trade Peddler** SC U \*\*\* \* MM

\*: Discard a card. Target player gains 3 life.

**Tormented Angel** SC C \*\*\* \* UD

Flying. If you don't like very tormented though. 1/1.

**Trade Caravan** SC C \*\*\* \* HL

Flying. First strike when attacking 2/2.

**Talar Lancer** SC C \*\*\* \* TM

Shadow. First strike when attacking 2/2.

**Talar Monk** SC U \*\*\* \* TM

Protection form black; shadow. 2/1.

**Talar Priest** SC U \*\*\* \* TM

Protection from red; shadow. 2/1.

**Talar Trooper** SC C \*\*\* \* TM

Shadow. If Trooper attacks, it gains +1/+1 until end of turn 1/1.

**Talar Visionary** SC C \*\*\* \* EX

Shadow. If Visionary damages a player, destroy an enchantment that player controls 2/2.

**Songstitcher** SC U \*\*\* \* UZ

\*: Target attacking creature with flying deals no combat damage this turn 1/1.

**Soothing Balm** INS C \*\*\* \* MM

Target player gains 5 life.

**Soraya the Falconer** SL R \*\*\* \* HL

All Falcons gain +1/+1. \*: Target Falcon gains banding. 2/2.

**Soul Echo** EN R \*\*\* \* MG

Put X counters on Echo. At beginning of your upkeep if there are no counters on Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.

**Soul Sculptor** SC R \*\*\* \* UZ

\*: Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. 1/1.

**Soul Shepherd** SC C \*\*\* \* WL

\*: Remove a creature in your graveyard from the game. Gain 1 life. 2/1.

**Soul Warden** SC C \*\*\* \* EX

Whenever any other creature comes into play, gain 1 life. 1/1.

**Southern Paladin** SC R \*\*\* \* WL

\*: Destroy target red permanent. 3/3.

**Spectral Guardian** SC R \*\*\* \* MG

As long as Spectral Guardian is untargeted, non-creature artifacts cannot be the targets of spells or effects. 2/3.

**Spirit en-Kor** SC C \*\*\* \* SH

Flying. \*: Redirect 1 damage from Spirit to a creature you control. 2/2.

**Spirit Link** EC U \*\*\* \* LG,6h,5th,6h

Gain 1 life for every point of damage dealt by untargeted creature.

**Spirit Mirror** EN R \*\*\* \* TM

During your upkeep, if there are no reflection tokens in play, put a 2/2 white reflection token into play. \*: Destroy target Reflection.

**Spiritual Focus** EN R \*\*\* \* MM

Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

**Spiritual Sanctuary** EN R \*\*\* \* LG

Any player controlling plains gains 1 life during his upkeep.

**Squid** SC C \*\*\* \* DK

1/2.

**Standing Troops** SC C \*\*\* \* EX,6h

Attacking does not cause Standing Troops to tap. 1/4.

During your upkeep, you may put a counter on Liturgy. \*: Sacrifice: Destroy up to X target artifacts and/or enchantments. where X is the number of counters.

**Shackles** EC C \*\*\* \* EX

Enchanted creature does not untap. \*: Return Shackles to owner's hand.

**Shadowbane** INS U \*\*\* \* MG

Prevent all damage to you or a creature you control from any one source. If source is black, gain 1 life for each 1 damage prevented.

**Shahrazad** SOR R \*\*\* \* AN

Players must suspend game in progress and play a sun game with their current libraries. Lesser loss half of his life points (round up). Cards used in the subgame are shuffled back into your library for the main game.

**Shaman en-Kor** SC R \*\*\* \* SH

\*: Redirect 1 damage from Shaman to a creature you control. \*: Redirect to Shaman en-Kor all damage dealt to any creature from any one source. 1/2.

**Shield Beard** SC C \*\*\* \* LG,5th

Banding 0/3.

**Shield Mate** SC C \*\*\* \* EX

Sacrifice: Target creature gains +0/+4 until end of turn 1/1.

**Shield Wall** INS U \*\*\* \* LG,5th,6h

All your creatures gain +0/+2 until and of turn.

**Shimmering Barrier** SC U \*\*\* \* UZ

First strike. Cycling 1/3.

**Sidar Jabari** SL R \*\*\* \* MG

Flanking. If Sidar attacks, tap a creature defending player controls. 2/2.

**Silent Attendant** SC C \*\*\* \* UZ

\*: Can 1 life. 0/2.

**Skyshroud Falcon** SC C \*\*\* \* SH

Flying. Attacking does not cause Skyshroud Falcon to tap. 1/1.

**Smite** INS C \*\*\* \* SH

Destroy target blocked creature.

**Snow Bound** SC U \*\*\* \* VS

\*: Return Bound and target blue or green creature you control to owner's hand. 1/1.

**Solidarity** INS C \*\*\* \* UD

Creates you control gain +0/+5 until end of turn.

**Soltari Champion** SC R \*\*\* \* SH

Shadow. If Champion attacks, all your other creatures gain +1/+1 until end of turn. 2/2.

**Soltari Crusader** SC U \*\*\* \* TM

Shadow. \*: Soltari Crusader gains +1/+0 until end of turn. 2/1.

**Soltari Emissary** SC R \*\*\* \* TM

Shadow. Soltari Emissary gains shadow until end of turn. 2/1.

**Soltari Foet Soldier** SC R \*\*\* \* TM

Shadow 1/1.

**Soltari Lancer** SC C \*\*\* \* TM

Shadow. First strike when attacking 2/2.

**Soltari Monk** SC U \*\*\* \* TM

Protection from black; shadow. 2/1.

**Soltari Priest** SC U \*\*\* \* TM

Protection from red; shadow. 2/1.

**Soltari Trooper** SC C \*\*\* \* TM

Shadow. If Trooper attacks, it gains +1/+1 until end of turn 1/1.

**Soltari Visionary** SC C \*\*\* \* EX

Shadow. If Visionary damages a player, destroy an enchantment that player controls 2/2.

**Songstitcher** SC U \*\*\* \* UZ

\*: Target attacking creature with flying deals no combat damage this turn 1/1.

**Soothing Balm** INS C \*\*\* \* MM

Target player gains 5 life.

**Soraya the Falconer** SL R \*\*\* \* HL

All Falcons gain +1/+1. \*: Target Falcon gains banding. 2/2.

**Soul Echo** EN R \*\*\* \* MG

Put X counters on Echo. At beginning of your upkeep if there are no counters on Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.

**Soul Sculptor** SC R \*\*\* \* UZ

\*: Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. 1/1.

**Soul Shepherd** SC C \*\*\* \* WL

\*: Remove a creature in your graveyard from the game. Gain 1 life. 2/1.

**Soul Warden** SC C \*\*\* \* EX

Whenever any other creature comes into play, gain 1 life. 1/1.

**Southern Paladin** SC R \*\*\* \* WL

\*: Destroy target red permanent. 3/3.

**Spectral Guardian** SC R \*\*\* \* MG

As long as Spectral Guardian is untargeted, non-creature artifacts cannot be the targets of spells or effects. 2/3.

**Spirit en-Kor** SC C \*\*\* \* SH

Flying. \*: Redirect 1 damage from Spirit to a creature you control. 2/2.

**Spirit Link** EC U \*\*\* \* LG,6h,5th,6h

Gain 1 life for every point of damage dealt by untargeted creature.

**Spirit Mirror** EN R \*\*\* \* TM

During your upkeep, if there are no reflection tokens in play, put a 2/2 white reflection token into play. \*: Destroy target Reflection.

**Spiritual Focus** EN R \*\*\* \* MM

Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

**Spiritual Sanctuary** EN R \*\*\* \* LG

Any player controlling plains gains 1 life during his upkeep.

**Squid** SC C \*\*\* \* DK

1/2.

**Standing Troops** SC C \*\*\* \* EX,6h

Attacking does not cause Standing Troops to tap. 1/4.

**Staunch Defenders** SC U \*\*\* \* TM,6h

When Staunch Defenders comes into play, gain 4 life. 3/4.

**Staafard Guard** SC C \*\*\* \* MM

Attack if doesn't cause Guard to tap. 2/2.

**Story Circle** EN U \*\*\* \* MM

As Circle comes into play choose a color. \*: The next time a source of the chosen color would deal damage to you this turn, prevent that damage.

**Sun Sleep** EG C \*\*\* \* VS

Enchanted creature gains +1/+1. \*

**Sanwell** SC R \*\*\* \* MG,6h

Flying Cannot block creatures with power 2 or less. 5/6.

**Sustainer of the Realm** SC U \*\*\* \* UL

Flying Whenever Sustainer blocks, it gains +0/+2 until end of turn 2/3.

**Sustaining Spirit** SC R \*\*\* \* AI

CU: \* Any damage that would reduce your life total to less than 1 instead reduces it to 1. D/V.

**Swords to Plowshares** INS U \*\*\* \* Lj,R4thh

Remove target creature from game. Controller gains life equal to its power.

**Sworn Defender** SC R \*\*\* \* AI

\* Change power to the toughness of target creature blocking or being blocked by Swarm Defender, minus 1 until end of turn.

**Talon Silver** SC C \*\*\* \* TM

Change toughness to plus the power of that creature, until end of turn 1/3.

**Tariff** SC R \*\*\* \* WL,6h

All Silver gain first strike. 1/1.

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**Tariff** SC R \*\*\* \* WL,6h

All Silver gain first strike. 1/1.

NAME	KIND	CR	PR	COST	SETS
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<b>Dwarven Ruins</b>	LAN	U	***	FE.5th	6th
comes into play tapped. ● Add ● to your pool. ● Sacrifice.					
Add ● to your pool.					
<b>Echo Stronghold</b>	LAN	U	***	FE.6th	6th
comes into play tapped. ● Add ● to your pool. ● Sacrifice.					
Add ● to your pool.					
<b>Elephant Graveyard</b>	LAN	R	***	AN	
● Add ● to your pool. ● Regenerate an Elephant or Mammoth.					
<b>Everglades</b>	LAN	U	**	VS	
comes into play tapped. When Everglades comes into play, return an untyped swamp you control, to owner's hand or bury.					
Everglades. ● Add ● to your pool.					
<b>Fairie Caudine</b>	LAN	U	***	UL	
comes into play tapped. ● Add ● to your pool. ● Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.					
<b>Flood Plain</b>	LAN	U	**	MG	
comes into play tapped. ● Sacrifice. Search your library for a plains or island. Put that land into play.					
<b>Fortifying Watchtower</b>	LAN	I	***	UL	
comes into play tapped. ● Add ● to your pool. ● Watchtower becomes a 1/6 white creature until end of turn. This creature still counts as a land.					
<b>Fountain of Qin</b>	LAN	I	**	MM	
comes into play tapped. ● Put a counter on Fountain. ● Remove any number of counters from Fountain. Add ● to your pool for each counter removed.					
<b>Gaea's Cradle</b>	LAN	R	***	UZ	
● Add ● to your pool for each creature you control.					
<b>Geometric Mine</b>	LAN	U	***	WL	
When Mine comes into play, put three counters on it. ● Remove a counter from Mine. Add one mana of any color to your pool. If there are no counters on Mine, bury it.					
<b>Ghoul Encampment</b>	LAN	I	***	UL	
comes into play tapped. ● Add ● to your pool. ● Becomes a 2/1 red creature with first strike until end of turn.					
<b>Ghost Town</b>	LAN	U	**	TM	
● Add ● to your pool. ● Return Ghost Town to owner's hand. Use this ability only during a player's turn.					
<b>Glacial Chasm</b>	LAN	U	***	A	
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage come to you is reduced to 0.					
<b>Grasslands</b>	LAN	U	**	MG	
comes into play tapped. ● Sacrifice. Search your library for a forest or plains. Put that land into play.					
<b>Griffin Canyon</b>	LAN	R	**	VS	
● Add ● to your pool. ● Untap target Griffin. That Griffin gains +1/+1 until end of turn.					
<b>Halls of Mist</b>	LAN	R	*	IA	
CU: 0. No creature may attack if it attacked during its controller's last turn.					
<b>Hammerheim</b>	LL	J	***	LG	
● Add ● to your pool. ● Remove handwalking from target creature until end of turn.					
<b>Harrowed Battleground</b>	LAN	U	***	FE.5th	6th
comes into play tapped. ● Add ● to your pool. ● Sacrifice. Add ● to your pool.					
<b>Heart of Yavimaya</b>	LAN	R	***	AI	
When Heart comes into play, sacrifice a forest or bury heart. ● Add ● to your pool. Target creature gains +1/+1.					
<b>Henge of Remembrance</b>	LAN	R	***	MM	
● Add ● to your pool. ● Add one mana of any color to your pool.					
<b>Hillside Woods</b>	LAN	C	**	MM	
comes into play tapped with two counters on it. ● Remove a counter. Add ● to your pool. If there are no counters on Woodlot, sacrifice it.					
<b>High Market</b>	LAN	R	***	MM	
● Add ● to your pool. ● Sacrifice a creature. Gain 1 life.					
<b>Hollow Trees</b>	LAN	R	**	FE.5th	
comes into play tapped. You may have Trees tapped to put a counter on it. ● Remove any number of counters, adding ● for each one.					
<b>Identicon Store</b>	LAN	R	**	FE.5th	
comes into play tapped. You may have Store tapped to put a counter on it. ● Remove any number of counters, adding ● for each one.					
<b>Ice Flea</b>	LAN	U	**	IA.5th	
You may choose not toUntap Ice Flea. ● Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Flea is tapped.					
<b>Island of Wak-Wak</b>	LAN	R	***	AN	
● Reduce the power of one blue creature to 0 until end of turn.					
<b>Jumping Bass</b>	LAN	U	**	VS	
comes into play tapped. When Bass comes into play, return an untyped threat you control to owner's hand or bury Bass. ● Add ● to your pool.					
<b>Karakin</b>	LL	L	***	LG	
● Add ● to pool. ● Return target legend to owner's hand.					
<b>Karee</b>	LAN	J	**	VS	
comes into play tapped. When Karree comes into play, return an untyped Isara you control to owner's hand or bury Karree. ● Add ● to your pool.					
<b>Karpasian Forest</b>	LAN	R	***	IA.5th	
● Add ● to your pool. ● Add ● to your pool and take 1 damage. ● Add ● to your pool and take 1 damage.					
<b>Kelduran Outpost</b>	LAN	R	***	AI	
When Outpost comes into play, sacrifice a plains or bury Outpost. ● Add ● to your pool. ● Put a 1/1 sother token into play.					
<b>Keston Keep</b>	LAN	U	**	HL	
● Add ● to your pool. ● Add ● to your pool. ● Add ● to your pool.					
<b>Lake of the Dead</b>	LAN	R	**	AI	
When Lake comes into play, sacrifice a swamp or bury Lake. ● Add ● to your pool. ● Sacrifice a swamp; Add ● to your pool.					
<b>Land Cap</b>	LAN	R	**	AI	
● Add ● to your pool and put a counter on Land Cap. ● Add ● to your pool and put a counter on Cap. Remove a counter instead of untapping.					
<b>Love Token</b>	LAN	R	**	IA	
● Add ● to your pool and put a counter on Cap. ● Add ● to your pool and put a counter on Cap. Remove a counter instead of untapping.					
<b>Library of Alexandria</b>	LAN	R	***	AN	
● Add ● to your pool. ● Draw a card from your library if you have exactly seven cards in hand.					
<b>Lotus Vale</b>	LAN	R	**	WL	
When Lotus Vale comes into play, sacrifice two untyped lands					

NAME	KIND	CR	PR	COST	SETS
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<b>Lotus Vale</b>	LAN	U	**	FE.5th	6th
comes into play tapped. ● Add ● to your pool. ● Sacrifice.					
Add ● to your pool.					
<b>Magus of Ilha</b>	LAN	I	**	TM	
Untap target attacking creature. Creature neither deals nor receives damage as result of combat.					
<b>Maze of Shadows</b>	LAN	I	**	TM	
● Add one�ress mana to your pool. ● Untap target attacking creature with shadow. That creature never deals nor receives combat damage.					
<b>Mercadian Bazaar</b>	LAN	I	**	MM	
comes into play tapped. ● Put a counter on Bazaar. ● Remove any number of counters from Bazaar. Add ● to your pool for each counter removed.					
<b>Mischer's Factory</b>	LAN	J	***	AQ.4th	
● Add ● to your pool or give any Factory +1/+1 until end of turn. ● Factory becomes a 2/2 artifact creature until end of turn.					
<b>Mischer's Workshop</b>	LAN	R	***	AQ	
● Add ● to your pool which may only be used to cast artifacts.					
<b>Mog's Holiness</b>	LAN	I	***	TM	
● Add one�ress mana to your pool. ● Add ● to your pool. Mog's Holiness does not untap during your next untap step.					
<b>Mountain Shadow</b>	LAN	I	**	LG	
At your end of turn, all lands may band with other legends.					
<b>Mountain Valley</b>	LAN	I	**	MG	
comes into play tapped. ● Sacrifice. Search your library for					

NAME	KIND	CR	PR	COST	SETS
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<b>Mountain Valley</b>	LAN	I	**	MG	
comes into play tapped. You may leave Silos tapped to put a counter on it. ● Remove any number of counters, adding ● for each one.					
<b>Sandstone Knolls</b>	LAN	C	**	MM	
comes into play tapped with two counters on it. ● Remove a counter. Add ● to your pool. If there are no counters on Ridge, sacrifice it.					
<b>Saprazzi Cen</b>	LAN	U	**	MM	
comes into play tapped. ● Put a counter on Cen. ● Remove any number of counters from Cen. Add ● to your pool for each counter removed.					
<b>Saprazzi Savvy</b>	LAN	C	**	MM	
comes into play tapped with two counters on it. ● Remove a counter. Add ● to your pool. If there are no counters on Savvy, sacrifice it.					
<b>Savannah</b>	LAN	R	***	LUR	
comes into play tapped. ● Remove any number of counters from Savannah. Add ● to your pool.					
<b>Savannah</b>	LAN	R	***	LUR	
comes into play tapped. ● Remove any number of counters from Savannah. Add ● to your pool.					
<b>School of the Unseen</b>	LAN	U	**	AI	
● Add ● to your pool. ● Add ● to your pool. ● Add 1 mana of any color to your pool.					
<b>Scattered Roots</b>	LAN	R	***	WL	
comes into play tapped. ● Sacrifice. Search your library for					

NAME	KIND	CR	PR	COST	SETS
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<b>Scattered Roots</b>	LAN	R	***	UZ	
Glaciers to owner's hand.					
<b>Than's Quarry</b>	LAN	R	**	IA	
At the end of each turn if you control no creatures, sacrifice Than's Quarry. ● Add one mana of any color to your pool.					
<b>Timberline Ridge</b>	LAN	R	**	IA	
If any creatures are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. ● Add ● to pool and put a counter on Ridge.					
<b>Teller's Isle</b>	LAN	R	**	LG	
● Add ● to your pool. During upkeep, remove bands or bands with other abilities from target creature until end of turn.					
<b>Telluric Academy</b>	LAN	R	***	UZ	
● Add ● to your pool for each artifact you control					
<b>Tower of the Magistrate</b>	LAN	R	**	MM	
● Add ● to your pool. ● Add ● to your pool. ● Add 1 mana of any color to your pool.					
<b>Treacherous Village</b>	LAN	I	**	UL	
comes into play tapped. ● Untap your pool. ● Treacherous Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.					
<b>Tropical Island</b>	LAN	R	****	LUR	
● Add ● or ● to your pool. Counts as a forest and an island.					
<b>Tundra</b>	LAN	R	****	LUR	
● Add ● or ● to your pool. Counts as a forest and a plains.					
<b>Underground River</b>	LAN	R	****	IA.5th	
● Add ● to your pool. ● Add ● to your pool and take 1 damage.					
<b>Underground River</b>	LAN	R	****	LUR	
● Add ● or ● to your pool. Counts as a swamp and a plains.					
<b>Uncovered Paradise</b>	LAN	C	**	VS	
● Add one mana of any color to your pool. At the beginning of your next untap step, return Paradise to owner's hand.					
<b>Unlikely Citadel</b>	LAN	U	**	LG	
All your black legends may band with other legends.					
<b>Urberg</b>	LL	J	**	LG	
● Add ● to your pool. ● Remove first strike or swamwalk ability from target creature until end of turn.					
<b>Uzra's Mine</b>	LAN	C	**	AQ.5th	
● Add ● to your pool. If you have Uzra's Mine, Tower and Power Plant in play at the same time, tap to add ● to your pool.					
<b>Uzra's Power Plant</b>	LAN	C	**	AQ.5th	
● Add ● to your pool. If you have Uzra's Mine, Tower and Power Plant in play at the same time, tap to add ● to your pool.					
<b>Uzra's Tower</b>	LAN	C	**	AQ.5th	
● Add ● to your pool. If you have Uzra's Mine, Tower and Power Plant in play at the same time, tap to add ● to your pool.					
<b>Vac-Town</b>	LAN	I	**	TM	
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of upkeep. ● Add ● to your pool and put a counter on Veldt.					
<b>Veldt</b>	LAN	R	**	IA	
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of upkeep. ● Add ● to your pool and put a counter on Veldt.					
<b>Volcanic Island</b>	LAN	R	****	BUR	
● Add ● or ● to your pool. Counts as an island and a mountain.					
<b>Volvold's Strength</b>	LAN	R	***	SH	
● Add one�ress mana to your pool. Counts from your graveyard on top of your library.					
<b>Wacholder</b>	LAN	J	***	TM	
● Add ● to your pool. ● Sacrifice. Destroy target nonbasic creature.					
<b>Warding Canopy</b>	LAN	R	**	TM	
comes into play tapped. ● Add ● to your pool. Cycling ●					
<b>Warding Canopy</b>	LAN	R	**	VS	
comes into play tapped. ● Add ● to your pool. Cycling ●					
<b>Wardlow Excavations</b>	LAN	R	***	AI	
comes into play tapped. ● Add ● to your pool. ● Add ● to your pool. When Excavations comes into play, sacrifice an untyped Island or bury Excavations. ● Add ● to your pool. ● Look at the top of your library. You may put that card on the bottom of your library.					
<b>Warrior's Folly</b>	LAN	R	*	DK	
● Exchange two of opponent's blocking creatures. Whenever Sorrows Path is tapped, it deals 2 damage to you and to each creature you control.					
<b>Warming Pool</b>	LAN	U	***	UL	
comes into play tapped. ● Add ● to your pool. Pool becomes a 1/1 black creature with ●. Regenerate until end of turn.					
<b>Waking Steamer</b>	LAN	I	***	TM	
comes into play tapped. ● Add ● to your pool. Waking Steamer becomes a 3/3 artifact creature permanently.					
<b>Wardlow's Peril</b>	LAN	R	***	MM	
● Add ● to your pool. ● Sacrifice. Destroy target land.					
<b>Wardlow's Peril</b>	LAN	R	***	MM	
● Add ● to your pool. ● Add ● to your pool and take 1 damage. ● Add ● to your pool and take 1 damage.					
<b>Waterfall Hanger</b>	LAN	R	**	MM	
comes into play tapped. ● Put a counter on Hanger. ● Remove any number of counters from Hanger. Add ● to your pool for each counter removed.					
<b>Syndrome Temple</b>	LAN	U	***	FE.5th	
comes into play tapped. ● Add ● to your pool. ● Sacrifice. Add ● to your pool.					
<b>Theradome of Pendrell Vale</b>	LAN	R	***	LG	
All creatures require an upkeep cost of ● in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.					
<b>Tinge</b>	LAN	R	***	LUR	
● Add ● or ● to your pool. Counts as a forest and a mountain.					
<b>Tether's Isle</b>	LAN	R	*	MG	
comes into play tapped. ● Add ● or ● to your pool. Tether's Isle.					
<b>Thokkis Lowlands</b>	LAN	I	**	TM	
● Add ● to your pool. ● Add ● or ● to your pool. Does not untap during your next untap step.					
<b>Thomeling Sliders</b>	LAN	R	***	AI	
comes into play tapped. ● Add ● or ● to your pool. Search your library for a basic land and put it into play tapped. At the end of your turn, return					

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# INQUEST gamer Players Guide

# Pokémon

## CARD DESCRIPTION

**NAME:** You may recognize this guy as that lovable rodent Pikachu.

**TYPE:** Things the pokémon can do in combat and the energy it costs to use them.

**RETREAT:** The amount of energy you must discard from the pokémon to have it retreat.

**DEFENSE:** Pikachu takes double damage against fighting pokémon.

**RESISTANCE:** If a pokémon is resistant to a certain type, it's shown here.



**HIT POINTS:** The amount of damage it takes to knock out the pokémon.

**ENERGY TYPE:** The type of energy the little bugger is.

**EVOLUTION:** tells you which set the card comes from.

**GYM LEADER:** If there's a face here, this pokémon belongs to a gym leader—in this case, Lt. Surge.

## BASIC SET POKEMON

NAME	TYPE	HP	WK	RES	RET	CR
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Abra	PSYCHIC	30	●	C		
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● Psyshock 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Alakazam	PSYCHIC	80	●	●	●	H
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Stage 2: Evolves from Kadabra. Pokémon Power: Damage Swap. As often as you like during your turn (before your attack) you may move 1 damage counter from 1 Pokémon to another as long as you're not Knock Out that Pokémon. ●●● Confuse Ray, 30 damage. Flip a coin. If heads, defending Pokémon is Confused.

Arcanine	FIRE	100	●	●	●	U
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Stage 1: Evolves from Growlithe. ●●● Flamethrower, 50 damage. Discard 1 Fire Energy card attached to Arcanine to use this attack. ●●●● Tax Down, 80 damage. Arcanine takes 30 damage.

Beedrill	POISON	80	●	R
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Stage 2: Evolves from Kakuna. ●●● Twirblee, Flip 2 coins. Does 30 damage times the number of heads. ●●● Poison Sting, 40 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

Blastoise	WATER	100	●	●	●	H
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Stage 2: Evolves from Wartorts. Pokémon Power: Rain Dance. As often as you like during your turn (before your attack) you may attach 1 Water Energy card to 1 of your Pokémon. ●●● Hydro Pump, 40 damage. Does 10 more damage for each Water Energy attached to Blastoise as a result not used to pay for this attack's cost, up to 20 damage.

Bulbasaur	GRASS	40	●	C
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●● Leach Seed, 20 damage. Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.

Caterpie	BUG	40	●	C
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● String Shot, 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Chansey	NORMAL	120	●	●	●	H
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●● Scrounch, Flip a coin. If heads, prevent all damage done to Chansey next turn. ●●● Double-edge, 60 damage. Chansey takes 80 damage.

Charizard	FLAMETHROWER	120	●	●	●	H
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Stage 2: Evolves from Charmeleon. Pokémon Power: Energy Burn. As often as you like during your turn you may turn all Energy attached to Charizard into Fire Energy cards for the rest of the turn. ●●●● Fire Spin, 100 damage. Discard 2 Energy cards attached to Charizard to

NAME	TYPE	HP	WK	RES	RET	CR
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Charmeleon	FLAMETHROWER	50	●	C
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● Scratch, 10 damage. ●● 30 damage. Embarras. Discard 1 Fire Energy card attached to Charmeleon to use this attack.

Charmeleon	FLAMETHROWER	80	●	U
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Stage 1: Evolves from Charmander. ●●● Slash, 30 damage. ●●● Flamethrower, 50 damage. Discard 1 Fire Energy card attached to Charmeleon to use this attack.

Charmander	FLAMETHROWER	50	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome, Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is copies.

Charmander	FLAMETHROWER	80	●	U
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● Sing, Flip a coin. If heads, defending Pokémon

NAME	TYPE	HP	WK	RES	RET	CR
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that attack next turn. ●●● Douclash		Flip 2 coins.				
Does 30 damage times number of heads.						
<b>Poliwrath</b>		● 90	●	●●● H		
Stage 2. Evolves from Poliwhirl. ●●● Water Gun. 30 damage. Does 10 more damage for each Water Energy attached to Poliwrath but not used to pay for this attack, up to 20. ●●● Whirlwind. 40 damage. If defending Pokémon has any Energy attached to it, discard 1 of them.						
<b>Ponyta</b>		● 40	●	● C		
●●● Smash Kick. 20 damage. ●●● Flame Tail. 30 damage.						
<b>Porygon</b>		● 30	●	● C		
● Conversion 1. If defending Pokémon has a Weakness, you may change it to any type but Colorless. ●●● Conversion 2. Change Porygon's Resistance to any color except Colorless.						
<b>Raichu</b>		● 80	●	● H		
Stage 1. Evolves from Pikachu. ●●● Agility. 20 damage. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Raichu next turn. ●●● Thunder. 60 damage. Flip a coin. If tails, Raichu takes 30 damage.						
<b>Rattata</b>		● 30	●	● C		
● Bite. 20 damage.						
<b>Sandslash</b>		● 40	●	● C		
● Sand-attack. 10 damage. If defending Pokémon tries to attack next turn, opponent flips a coin. If it is tails, attack does nothing.						
<b>Seel</b>		● 60	●	● U		
● Headbutt. 10 damage.						
<b>Squirtle</b>		● 40	●	● C		
● Bubble. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●● Withdraw. Flip a coin. If heads, prevent all damage done to Squirtle next turn.						
<b>Starmie</b>		● 60	●	● C		
Stage 1. Evolves from Starly. ●●● Recover. Discard 1 Water Energy card attached to Starmie to use this attack. Remove all damage counters from Starmie. ●●● Star Freeze. 20 damage. Flip a coin. If heads defend on Pokémon is Paralyzed.						
<b>Staryu</b>		● 40	●	● C		
● Slap. 20 damage.						
<b>Tangela</b>		● 50	●	● C		
●●● Bind. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●● Poisonpowder. 20 damage. Defending Pokémon is Poisoned.						
<b>Venomoth</b>		● 100	●	● H		
Stage 2. Evolves from Lysair. Pokémon Power. Energy Trans. As often as you like during your turn, you may take one Energy card attached to one of your Pokémons and attach it to a different one. ●●● Saloream. 60 damage.						
<b>Voltorb</b>		● 40	●	● C		
● Tackle. 10 damage.						
<b>Vulpix</b>		● 50	●	● C		
●●● Confuse Ray. 10 damage. Flip a coin. If heads, defending Pokémon is Confused.						
<b>Wartortle</b>		● 70	●	● U		
Stage 1. Evolves from Squirtle. ●●● Withdraw. Flip a coin. If heads, prevent all damage done to Wartortle next turn. ●●● Bite. 40 damage.						
<b>Weedle</b>		● 40	●	● C		
● Poison Sting. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
<b>Zapdos</b>		● 90	●	●●● H		
●●● Thunder. 80 damage. Flip a coin. If tails, Zapdos takes 30 damage. ●●● Thunderbolt. 100 damage. Discard all Energy cards attached to Zapdos.						

**BASIC SET TRAINERS****Bill**

Draw 2 cards.

**Clefairy Doll**

Play Doll as if it were a basic Pokémon. While in play, Doll counts as a Pokémon. It has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed or Poisoned. If it is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Doll.

**Computer Search**

Discard 2 cards from your hand to search your deck for any card and put it into your hand.

**Defender**

Attack Defender to 1 of your Pokémons. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20.

**Devolution Spray**

Choose 1 of your own Pokémons in and a Stage 0 Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed or Poisoned.

NAME	TYPE	HP	WK	RES	RET	CR
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<b>Energy Removal</b>		C				
Choose 1 Energy card attached to 1 of your opponent's Pokémons and discard it.						
<b>Energy Retrieval</b>		U				
Trace 1 of the cards in your hand for up to 2 basic Energy cards from your discard pile.						
<b>Full Heal</b>		U				
Your Active Pokémon is no longer Asleep, Confused, Paralyzed or Poisoned.						
<b>Gust of Wind</b>		C				
Choose 1 of your opponent's Benchmarked Pokémons and switch it with his Active Pokémon.						
<b>Impostor Professor Oak</b>		R				
Opponent shuffles his hand into his deck then draws 7 cards.						
<b>Item Finder</b>		R				
Discard 2 of cards from your hand to put a Trainer card from your discard pile into your hand.						
<b>Lass</b>		R				

NAME	TYPE	HP	WK	RES	RET	CR
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deck for a Beisbolruit and put it onto your Bench.						
<b>Butterfree</b>		● 70	●	● U		
Stage 2. Evolves from Metapod. ●●● Whirlwind. 20 damage. Opponent must switch 1 of his Benchmarked Pokémons with his active Pokémon after damage is dealt.						
●●● Megadrill. 40 damage. Remove a number of counters from Butterfree equal to half the damage done to the Defending Pokémon, rounded up.						
<b>Clefable</b>		● 70	●	●●● RH		
Stage 1. Evolves from Clefable. ●●● Metronome. Copies 1 of defending Pokémons attacks except for its Energy costs and any other requirements. Damage is colorless.						
●●● Minimize. All damage done by attacks to Clefable next turn is reduced by 20.						
<b>Cubone</b>		● 40	●	● C		
●●● Snive. If defending Pokémon attacks Cubone next turn, the damage is reduced by 20. ●●● Rage. Does 10 damage. Does 10 more damage for each damage counter on Cubone.						

NAME	TYPE	HP	WK	RES	RET	CR
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<b>Kangaskhan</b>		● 90	●	●●● RH		
● Fetch Draw a card. ●●● Comet Punch. Flip 4 coins. Does 20 damage times number of heads.						
<b>Lickitung</b>		● 90	●	●●● U		
● Tongue Wrap. 10 damage. Flc coin. If heads, defending Pokémon is Paralyzed. ●●● Supersonic. Flip a coin. If heads, defending Pokémon is Confused.						
<b>Mankey</b>		● 30	●	● C		
Panik Power. Peak. Once during your turn (before your attack) you may look at one of the following top card of either player's deck, a random card from your opponent's hand, or one of either player's prizes. ● Scratch. 10 damage.						
<b>Marrowak</b>		● 60	●	● U		
Stage 1. Evolves from Cubone. ●●● Boomerang. Flip 2 coins. Does 30 damage times the number of heads.						
●●● Cal For Friends. Search your deck for a Basic Fighting Pokémon and put it onto your Bench.						
<b>Meowth</b>		● 50	●	● C		
● Pay Day. 10 damage. Flip a coin. If heads, draw a card.						
<b>Mr. Mime</b>		● 40	●	● RH		
Pokémon Power. Inv's Wal. Whenever an attack does 30 or more damage to Mr. Mime (after applying Weakness and Resistance), prevent that damage. ●●● Mistake. 10 damage. Does 10 more damage for each damage counter on defending Pokémon.						
<b>Nidoran</b>		● 90	●	●●● RH		
Stage 2. Evolves from Nidorina. ●●● Baythrust. 20 damage. Does 20 more damage for each Nidoran you have in play.						
<b>Nidoran (Female)</b>		● 60	●	● C		
● Fury Swipes. Flip three coins. Does 10 damage times the number of heads.						
●●● Cal For Family. Search your deck for any Nidoran and put it onto your Bench.						
<b>Nidorina</b>		● 70	●	● U		
Stage 1. Evolves from Nidoran. ●●● Supersonic. Flip a coin. If heads, defending Pokémon is Confused. ●●● Double Kick. Flip two coins. Does 30 damage times the number of heads.						
<b>Oddish</b>		● 50	●	● C		
● Sun Spore. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●● Sprout. Search your deck for an Oddish and put it onto your Bench.						
<b>Paras</b>		● 40	●	● C		
●●● Scratch. 20 damage. ●●● Spore. Defending Pokémon is Asleep.						
<b>Parasect</b>		● 60	●	● U		
Stage 1. Evolves from Paras. ●●● Spore. Defending Pokémon is Asleep. ●●● Slash. 30 damage.						
<b>Persian</b>		● 70	●	● J		
Stage 1. Evolves from Meowth. ●●● Scratch. 20 damage. ●●● Pounce. 30 damage. If Defending Pokémon attacks Persian next turn, any damage done by the attack is reduced by 10.						
<b>Pidgeot</b>		● 80	●	● RH		
Stage 2. Evolves from Pidgeotto. ●●● Tackle. 20 damage. ●●● Chain Lightning. 20 damage. If Defending Pokémon isn't Colorless, this attack does 10 damage to each Benchmarked Pokémon of the same type as the Defending Pokémon (including your own).						
<b>Pikachu</b>		● 50	●	● C		
● Spark. Does 20 damage. Does 10 damage to one of your opponent's benchmarked Pokémons.						
<b>Pinsir</b>		● 60	●	● RH		
● Irongr p. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●● Guillotine. 50 damage.						
<b>Primatepe</b>		● 70	●	● U		
Stage 1. Evolves from Mankey. ●●● Fury Swipes. Flip three coins. Does 20 damage times the number of heads.						
●●● Tantrum. 50 damage. Flip a coin. If tails, Primatepe is Confused.						
<b>Rapidash</b>		● 70	●	● U		
Stage 1. Evolves from Ponyta. ●●● Stomp. 20 damage. Flip a coin. If heads, does 10 more damage.						
●●● Agility. 30 damage. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Rapidash next turn.						
<b>Rhydon</b>		● 100	●	● U		
Stage 1. Evolves from Rhyhorn. ●●● Ram. 50 damage. Ryhdon takes 20 damage. Opponent must switch 1 of his Benchmarked Pokémons with his active Pokémon after damage is dealt.						
<b>Rhyhorn</b>		● 70	●	● C		
● Lear. Flip a coin. If heads, defending Ryhron can't attack Ryhron next turn. ●●● Horn Attack. 30 damage.						
<b>Scyther</b>		● 70	●	● RH		
● Sword Dance. Next turn, Scyther's Slash attack's damage is 60 instead of 30. ●●● Slash. 30 damage.						
<b>Seaking</b>		● 70	●	● U		
Stage 1. Evolves from Goldeen. ●●● Horn Attack. 10 damage. ●●● Waterfall. 30 damage.						
<b>Snorlax</b>		● 90	●	● RH		
Pokémon Power. Thick Skinned. Snorlax can't become Asleep, Confused, Paralyzed or Poisoned. ●●● Body Slam. 30 damage. Flip a coin. If heads, defending						

**JUNGLE POKÉMON**

<b>Bellsprout</b>		● 40	●	● C		
● Vinewhip. 10 damage. ●●● Call for Family. Search your						

# Pokémon

## Players Guide

NAME	TYPE	HP	WK	RES	RET	CR
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Pokémon is paralyzed.

Spearow	● ● 50	● ● C
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Peck. 10 damage. ● Mirror Move. If Spearow was attacked last turn, do the final result of that attack to defending Pokémon.

Tauros	● ● 80	● ● ● ● U
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Stomp. 20 damage. Flip a coin. If heads, does 10 more damage. ● Rampage. 20 damage. Does 10 more damage for each damage counter on Tauros. Flip 2 coins. If tails, Tauros is confused.

Vaporeon	● ● 80	● ● C
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Stage 1. Evolves from Eevee. ● Quick Attack. 10 damage. Flip a coin. If heads, does 20 more damage. ● Water Gun. 30 damage. Does 10 more damage for each Water Energy attached to Vaporeon but not used to pay for that attack, up to 20 damage.

Venomoth	● ● 70	● ● R.H
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Stage 1. Evolves from Venoroid. Pokémon Power: Shift. Once during your turn (before your attack), you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. ● Venom Powder. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned and Confused.

Venonat	● ● 40	● ● C
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Stun Spore. Does 10 damage. Flip a coin. If heads, defending Pokémon is paralyzed. ● Leech Life. Does 10 damage. Remove a number of damage counters from Venomat equal to the damage done to the defending Pokémon.

Victreebel	● ● 80	● ● ● ● R.H
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Stage 2. Evolves from Weepinbell. ● Lure. Choose 1 of opponent's benched Pokémons and switch it with its active Pokémon. ● Acid. 10 damage. Flip a coin. If heads, defending Pokémon can't retreat next turn.

Vileplume	● ● 80	● ● ● ● R.H
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Stage 2. Evolves from Gloom. Pokémon Power: Strange Behavior. Once during your turn (before your attack), you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémons. ● Petal Dance. Flip 3 coins. Does 40 damage times the number of heads. Vileplume is Confused.

Weepinbell	● ● 70	● ● U
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Stage 1. Evolves from Bellsprout. ● Paraspoiler. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ● Razor Leaf. 30 damage.

Wigglytuff	● ● 80	● ● ● ● R.H
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Stage 1. Evolves from Jiglypuff. ● Lullaby. Defending Pokémon is Asleep. ● On the Wave. 10 damage. Does 10 more damage for each of your Benched Pokémons.

Zubat	● ● 60	● ● ● ● U
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Stage 1. Evolves from Exeggutor. ● Terror Strike. 10 damage. Flip a coin. If heads, opponent must choose 1 of his benched Pokémons and switch it with its active Pokémon after damage is dealt. ● Poison Fang. 20 damage. Defending Pokémon is Poisoned.

Articuno	● ● 70	● ● ● ● R.H
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● Freeze Dry. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Blizzard. 50 damage. Flip a coin. If heads, does 10 damage to each of your opponent's benched Pokémons. If tails, does 10 damage to each of your benched Pokémons.

Clefairy	● ● 50	● ● ● ● U
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Stage 1. Evolves from Clefable. ● Clamp. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, this attack does no damage. ● Spike Cannon. Flip 2 coins. Does 30 damage times the number of heads.

Ditto	● ● 50	● ● ● ● R.H
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Pokémon Power: Transform. If Ditto is active, treat it as if it were the same card as the defending Pokémon, including type, Hit Points, Weakness, and so on, except

NAME	TYPE	HP	WK	RES	RET	CR
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Ditto can't evolve, always has this power and you may treat any Energy attached to Ditto as Energy of any type.

Dragonite	● ● 100	● ● R.H
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Stage 2. Evolves from Dragonair. Pokémon Power: Step In. Once during your turn (before your attack), you may switch Dragonite with your active Pokémon. ● Slam. Flip 2 coins. Does 40 damage times the number of heads.

Ekans	● ● 40	● ● C
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● Spit Poison. Flip a coin if heads, defending Pokémon is Poisoned. ● Whip. 20 damage. Flip a coin if heads, defending Pokémon is Poisoned.

Gastly	● ● 50	● ● U
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● Lick. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Energy Conversion. Put up to 2 Energy cards from your discard pile into your hand. Gastly takes 10 damage.

Gengar	● ● 80	● ● R.H
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Stage 2. Evolves from Haunter. Pokémon Power: Curse. Once during your turn (before your attack), you may move 1 damage counter from 1 of your opponent's Pokémons to another. ● Dark Mind. 30 damage. Also does 10 damage to one Pokémon on opponent's bench.

Groddle	● ● 50	● ● C
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● Stone Barrage. Flip a coin until you get tails. Does 10 damage times the number of heads.

Golbat	● ● 80	● ● U
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Stage 1. Evolves from Zubat. ● Wing Attack. 30 damage. ● Leech Life. 20 damage. Remove a number of damage counters from Golbat equal to the damage done to defending Pokémon.

Goldeen	● ● 70	● ● U
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Stage 1. Evolves from Psyduck. ● Psyshock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Hyper Beam. 20 damage. If defending Pokémon has any Energy cards attached to it, discard 1 of them.

Golem	● ● 80	● ● C
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Stage 2. Evolves from Graveler. ● Avalanche. 60 damage. ● Selfdestruct. 100 damage. Does 20 damage to each Pokémon on each player's bench. Golem takes 100 damage.

Graveler	● ● 80	● ● C
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Stage 1. Evolves from Geodude. ● Harden. Whenever 30 or less damage is done to Graveler next turn, prevent it. ● Rock Throw. 40 damage.

Grimer	● ● 50	● ● C
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● Nasty Gas. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Minimize. All damage, cone to

Moltres	● ● 70	● ● C
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Wildfire. Discard any number of Fire Energy cards attached to Moltres. Opponent discards that many cards from the top of his deck. ● Dva Bomb. 80

Mew	● ● 70	● ● C
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● Psycho Wave. Does 10 damage times the number of Energy cards attached to the defending Pokémon. ● Degenerate. ● Beam. Choose any evolved Pokémon in play and shuffle it back into its owner's deck.

Milotic	● ● 70	● ● C
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● Wildfire. Discard any number of Fire Energy cards attached to Milotic. Opponent discards that many cards from the top of his deck. ● Dva Bomb. 80

Mewtwo	● ● 80	● ● C
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Stage 1. Evolves from Koffing. ● Smog. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ● Selfdestruct. 60 damage. Does 10 damage to each Pokémon on each player's bench. Mewtwo takes 60 damage.

Zapdos	● ● 80	● ● C
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● Thunderstorm. 40 damage. For each of your opponent's benched Pokémon, flip a coin. If heads, this attack does 20 damage to that Pokémon. Then, Zapdos takes 10 damage times the number of tails.

Zubat	● ● 40	● ● C
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● Supersonic. Flip a coin. If heads, defend

Pokémon is Confused. ● Leech Life. 10 damage.

Remove a number of damage counters from Zubat equal to the damage done to the defending Pokémon.

NAME	TYPE	HP	WK	RES	RET	CR
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damage. Does 10 damage to 1 Pokémon on opponent's bench.

Kabuto	● ● 30	● ● C
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Stage 1. Evolves from Mysterious Fossil. Pokémon Power: Kabuto Armor. Whenever an attack does damage to Kabuto, that attack only does half the damage to Kabuto (round down). ● Scratch. 10 damage.

Kabutops	● ● 50	● ● C
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Stage 2. Evolves from Kabuto. ● Sharp Sticks. 30 damage. ● Absorb. 40 damage. Remove a number of damage counters from Kabutops equal to the damage done to defending Pokémon rounded down.

Kargo	● ● 70	● ● C
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Stage 1. Evolves from Kabay. ● Rail. Does 10 damage times the number of damage counters on Kingler.

Kingler	● ● 80	● ● C
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● Crabhammer. 40 damage. ● Energy Conversion. Put up to 2 Energy cards from your discard pile into your hand.

Krabby	● ● 50	● ● C
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● Call for Family. Search your deck for a Krabby and put it onto your bench. ● Ironring. 20 damage. If heads, prevent all effects of attacks, including damage, done to Krabby next turn.

Lapras	● ● 80	● ● C
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● Water Gun. 10 damage. Does 10 more damage for each Water Energy attached to Lapras but not used to pay for this attack's Energy cost. Energy after the 2nd doesn't count.

Mewtwo	● ● 70	● ● C
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● Psycho Wave. Does 10 damage times the number of Energy cards attached to Mewtwo. If heads, remove a damage counter from Swoopoke. ● Scavenger. Discard 1 Psychic Energy attached to Swoopoke to use this attack. Put a Trainer card from your discard pile into your hand.

Tentacool	● ● 30	● ● C
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Pokémon Power: Cowardice. At any time during your turn (before your attack), you may return Tentacool to your hand, discarding all attached cards. This power can't be used to turn Tentacool into play. ● Acid. 10 damage.

Tentacruel	● ● 60	● ● C
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Stage 1. Evolves from Tentacool. ● Supersonic. Flip a coin. If heads, defending Pokémon is Confused. ● Je Lyfish. 10 damage. Defending Pokémon is Poisoned.

Zapdos	● ● 80	● ● C
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● Thunderstorm. 40 damage. For each of your opponent's benched Pokémon, flip a coin. If heads, this attack does 20 damage to that Pokémon. Then, Zapdos takes 10 damage times the number of tails.

Zubat	● ● 40	● ● C
-------	--------	-------

● Supersonic. Flip a coin. If heads, defend

Pokémon is Confused. ● Leech Life. 10 damage.

Remove a number of damage counters from Zubat equal to the damage done to the defending Pokémon.

Kangaskhan	● ● 80	● ● C
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We think we might have just discovered the most powerful pokémon in the game. The vending machine Kangaskhan is a basic poké with 80 hit points and a regular 20-point attack. Nothing to sneeze at. But his taildrop attack deals an unbelievable 80 damage for only three colorless energy! Sure, it fails if two coin flips come up tails, but the odds are way in your favor.

Glurak	● ● 80	● ● C
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Search your hand into your deck and flip a coin. If heads, draw 8 cards. If tails, draw 1 card.

Mr. Fuji	● ● 60	● ● C
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Choose a pokémon on your bench and shuffle it and any cards attached to it into your deck.

Mystérious Fossil	● ● 80	● ● C
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Play Fossil as if it were a basic pokémon. While in play, Fossil counts as a pokémon with 10 hit points instead of a Trainer. Fossil has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Fossil is Knocked Out, discard it, but it doesn't count as a Knocked Out pokémon. At any time during your turn before your attack, you may discard Fossil from play.

Recycle	● ● 40	● ● C
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Flip a coin. If heads, put a card from your discard pile on top of your deck.

Team Rocket Pokémon	● ● 40	● ● C
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Abra

● Disappear Remove all damage counters and discard all cards attached to Abra. Then return this card to your deck and shuffle.

● Psyche Power. 10 damage. Flip a coin.

Spiky Cannon	● ● 80	● ● C

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**NAME** TYPE HP WK RES RET CR  
coin. If heads, defending Pokémon is Paralyzed.

**"Bad" Alakazam** ● 60 ● ● H Stage 2. Evolves from Kadabra. ● Teleport Blast. 30 damage You may choose 1 of your benched Pokémons and switch it with Alakazam after damage is dealt. ● Mindsnack. 40 damage (weakness and resistance do not apply).

**"Bad" Arbok** ● 60 ● ● H Stage 1. Evolves from Ekans. ● Shock-Eye. Does 10 damage to 1 Pokémon on opponent's bench. Defending Pokémon cannot use any powers next turn. ● Poison Spray. 10 damage. Defending Pokémon is Poisoned. Does 10 damage to all of your opponent's benched Pokémons.

**"Bad" Blastoise** ● 70 ● ● H Stage 2. Evolves from Warfor. ● Hydro-Cannon. 30 damage. Does 20 more damage for each Water Energy attached to Blastoise not used to pay for this attack, up to 40 damage. ● Rock Tackle. 40 damage. Blastoise takes 10 damage. Flip a coin. If heads, prevent all damage dealt to Blastoise next turn.

**"Bad" Charizard** ● 80 ● ● H Stage 2. Evolves from Charmeleon. ● Fingernail Flick. 10 damage. ● Continuous Fireball. Flip a coin for each Fire Energy card attached to Charizard. Does 50 damage times the number of heads. Discard one Fire Energy card for each heads.

**"Bad" Charmeleon** ● 50 ● ● U Stage 1. Evolves from Charmander. ● Tail-Slap. 20 damage. ● Fireball. 70 damage. Flip a coin. If tails, this attack does nothing. If heads, discard one fire Energy card attached to Charmeleon.

**"Bad" Dragonair** ● 60 ● ● U Stage 1. Evolves from Dratini. Pokémon Power: Evolution Light. You may use this power once during your turn. Search your deck for an Evolution card, show it to your opponent and add it to your hand. ● Tail Poke. 20 damage. Flip a coin. If heads, does 20 more damage.

**"Bad" Dragonite** ● 70 ● ● H Stage 2. Evolves from Dragonair. Pokémon Power: Calling for Friends. You may only use this power when Dragonite comes into play. Search your deck for up to two Basic Pokémons and put them on your Bench. ● Giant Tail. 70 damage. Flip a coin. If tails, this attack does nothing.

**"Bad" Dugtrio** ● 50 ● ● H Stage 1. Evolves from Diglett. Pokémon Power: Pitfall. When your opponent's active Pokémon retreats, your opponent must flip a coin. If tails, do 20 damage to the retreating Pokémon. ● Push Off. 20 damage. Opponent must flip a coin. If tails, does 20 more damage.

**"Bad" Electrode** ● 60 ● ● U Stage 1. Evolves from Voltorb. ● Rolling Tackle. 10 damage. ● Energy Bomb. 30 damage. Take all Energy Cards attached to this Electrode and attach them to your Benched Pokémons however you like. (If you have no Benched Pokémons, then discard all the Energy Cards.)

**"Bad" Flareon** ● 50 ● ● U Stage 1. Evolves from Eevee. ● Rage. 10 damage. Does 10 more damage times the number of damage counters attached to Flareon. ● Fire Play. 30 damage. Flip a coin. If heads, does 20 more damage and discard one Fire Energy card attached to Flareon.

**"Bad" Gloom** ● 50 ● ● U Stage 1. Evolves from Oddish. Pokémon Power: Sticky Pollen. You may use this power once during your turn. Flip a coin. If heads, defending Pokémon is Confused. If tails, your active Pokémon is Confused. ● Foul Gas. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. If tails, it is Confused.

**"Bad" Golbat** ● 50 ● ● H Stage 1. Evolves from Zubat. Pokémon Power: Secret Bits. Can only be used once, when card is put into play. Does 10 damage to any one Pokémon on opponent's bench. ● Fluttering. Does 20 damage to 1 of opponent's benched Pokémons.

**"Bad" Golduck** ● 60 ● ● U Stage 1. Evolves from Psyduck. ● Third Eye. Discard one Psychic Energy card attached to Golduck to use this attack. Draw three cards. ● Super Psy. 50 damage.

**"Bad" Gyarados** ● 70 ● ● H Stage 1. Evolves from Magikarp. Pokémon Power: Final Beam. Use this power when Gyarados is Knocked Out by an opponent's Pokémon. Flip a coin. If heads, does 20 damage times the number of Water Energy cards attached to Gyarados to the Pokémon that Knocked Out Gyarados. ● Freeze Beam. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**"Bad" Hypno** ● 60 ● ● H Stage 1. Evolves from Drowzee. ● Psycho-Punch. 20 damage. ● Bench Manipulation. 20 damage. Your opponent must flip a number of coins equal to the number of benched Pokémons. Does 20 damage times the number of tails.

**"Bad" Joltion** ● 50 ● ● U Stage 1. Evolves from Eevee. ● Thunder Flash. 20

**NAME** TYPE HP WK RES RET CR  
damage. ● Thunder Attack. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. It tails, Joltion takes 10 damage.

**"Bad" Kadebra** ● 50 ● ● H Stage 1. Evolves from Abra. Pokémon Power: Barrier System. You may use this power once during your turn. Discard a card from your hand and draw a card. ● Mindsnack. 40 damage (weakness and resistance do not apply).

**"Bad" Machamp** ● 70 ● ● H Stage 2. Evolves from Machoke. ● Megaton Punch. 30 damage. ● ● ● Yank Out. Return defending Pokémons and all attached cards to opponent's deck and shuffle. If opponent has no Pokémons on his bench, this power cannot be used.

**"Bad" Machoke** ● 60 ● ● U Stage 1. Evolves from Machop. ● Drag Out. 20 damage. Before damage is dealt, switch defending Pokémon with 1 of opponent's benched Pokémons.



● Knock Flying. 30 damage. Opponent must switch one of his benched Pokémons with the defending Pokémon after damage is dealt.

**"Bad" Magnetron** ● 60 ● ● H Stage 1. Evolves from Magnemite. ● Sonic Boom. 20 damage (weakness and resistance do not apply). ● Magnetic Lines. 30 damage. Move one Basic Energy Card from the defending Pokémon to 1 of opponent's benched Pokémons.

**"Bad" Muk** ● 60 ● ● U Stage 1. Evolves from Grimer. Pokémon Power: Sticky Liquid. Your opponent's active Pokémon must discard two Energy cards in order to retreat. ● Sludge-Punch. 20 damage. Defending Pokémon is Poisoned.

**"Bad" Persian** ● 60 ● ● C Stage 1. Evolves from Meowth. ● Temptation. Flip a coin. If heads, switch the defending Pokémon with 1 of opponent's benched Pokémons. ● Polson Claws. 10 damage. Flip a coin. If heads, defending Pokémon is Possessed.

**"Bad" Primeape** ● 60 ● ● U Stage 1. Evolves from Mankey. Pokémon Power: Vigorance. When Primeape is Confused, its Rage attack does 30 additional damage. ● Rage. 40 damage. Primeape is Confused.

**"Bad" Rapidash** ● 60 ● ● C Stage 1. Evolves from Ponyta. ● Back-Kick. 20 damage. ● Column of Fire. 30 damage. You may discard one Fire Energy attached to Rapidash to do 10 damage to 1 of opponent's benched Pokémons.

**"Bad" Raticate** ● 50 ● ● C Stage 1. Evolves from Rattata. ● Grew. 20 damage. ● Kuller Bucleck. 50 damage. Flip a coin. If tails, this attack does nothing.

**"Bad" Slowbro** ● 60 ● ● H Stage 1. Evolves from Slowpoke. Pokémon Power: Hull Up. Use this power only when Slowbro comes into play. Select up to two Pokémons or Evolved cards from your discard pile and add them to your hand. ● Whimsical Attack. 40 damage. Flip a coin. If tails, this attack does nothing.

**"Bad" Vaporeon** ● 60 ● ● U Stage 1. Evolves from Eevee. ● Bit. 30 damage.

● Sea Swirl. 20 damage. Select one Energy card attached to defending Pokémon and discard it.

**"Bad" Vileplume** ● 60 ● ● H Stage 2. Evolves from Gloom. Pokémon Power: Allergy Pollen. No player may use Trainer cards. ● Swirling Petals. Flip three coins. Does 30 damage times the number of heads. If there are more than two heads, Vileplume is confused.

**"Bad" Wartortle** ● 60 ● ● U

**NAME** TYPE HP WK RES RET CR  
Stage 1. Evolves from Squirtle. ● Shell-Attack. 20 damage

**"Bad" Weezing** ● 60 ● ● H Stage 1. Evolves from Koffing. ● Everyone Explodes. Does 20 damage times the number of Koffing, Weezing and Bad Weezing Pokémons in play. Also does 20 damage to each Koffing, Weezing and Bad Weezing in play. ● Numbing Gas. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned. If tails, defending Pokémon is Paralyzed.

**Charmander** ● 40 ● ● C Pokémon Power: Fire-Taking. You may use this power once per turn. Discard one Fire Energy card attached to 1 of your Pokémons and attach it to this Charmander. ● Flare. 20 damage.

**Diglett** ● 40 ● ● C ● Tunnel. Does 10 damage one Pokémon or opponent's bench. ● Claw. 20 damage.

**Dratini** ● 40 ● ● C

**NAME** TYPE HP WK RES RET CR  
● Dizzy. Draw a card. ● Watergun. 20 damage. Does 10 more damage for each Water Energy attached to Psyduck but not used to pay for this attack, up to 20 damage.

**Rattata** ● 40 ● ● C Pokémon Power: Mischief-Making. You may use this power once during your turn. Select one of your prize cards and exchange it with the card on the top of your deck. ● Lighting Discharge. 10 damage. Flip a coin. If heads, does 10 more damage.

**Slowpoke** ● 50 ● ● C ● Sunbathe. Search your deck for a Double Colorless Energy card and attach it to Slowpoke. ● Headbutt. 10 damage.

**Squirtle** ● 50 ● ● C ● Shell-Attack. 20 damage.

**Voltorb** ● 40 ● ● C ● Speedtail. 20 damage.

**Zubat** ● 40 ● ● C ● Hr. 10 damage. ● Bite. 20 damage.

**TEAM ROCKET TRAINERS**

**Fake Oki's Revenge**

Discard a card from your hand to force opponent to return all cards in his hand to his deck and shuffle. Opponent then draws four cards.

**Heero's Rocket Patrol!**

Reveal all prize cards on both players' sides. Keep the cards until the game is over.

**Nighttime Garbage Collection**

Select up to three Pokémons, Evolution, or Energy cards (except for special Energy cards) from your discard pile and shuffle them into your deck.

**Rocket Girl**

Look at your opponent's hand. If there are any Trainer cards there, choose one and have your opponent shuffle it into his deck.

**Sleep! Sleep!**

Flip a coin. If heads, defending Pokémon is Asleep.

**Spread the Sticky Gas**

Until the end of your opponent's next turn, no Pokémon can use its Pokémon Power, and continuous effects go away as well.

**The Battle Zone is Cratered!**

Both players take turns flipping a coin. The first player to flip must do 10 damage to his active Pokémon. You flip first.

**The Boss' Way**

Search your deck for an "Bad" Evolution card and add it to your hand.

**Throwing Down the Gauntlet: The Challenge!**

Ask your opponent if he will accept your challenge. If he does not accept, you may draw two cards. If he accepts, each player may search his deck for any number of basic Pokémons and put them face-down on his bench. Then reveal all basic Pokémons.

**TEAM ROCKET ENERGY**

**Fix Anything Combination Energy**

Treat this card as a single Colorless Energy card. When you play this card from your hand cure the attached Pokémon from being Poisoned, Asleep, Paralyzed, or Confused.

**Rainbow Energy**

Treat this card as a single Energy card of any color. When you play this card, it does 10 damage to the attached Pokémon.

**Wound Healing Combination Energy**

Treat this card as a single Colorless Energy card. When you play this card, you may remove 1 damage counter from the attached Pokémon.

**GYM LEADERS #1 POKÉMON**

**Brock's Diglett** ● 40 ● ● C

● Sneak Attack. 20 damage. Flip a coin. If tails, this attack does nothing. ● Mini-Earthquake. 40 damage. Does 10 damage to each of your benched Pokémons.

**Brock's Goodie** ● 40 ● ● C

● Call for Help. Flip a coin. If heads, you may search your deck for any basic Brock's Pokémons and put it on your bench. ● Spiral Shot. 20 damage (resistance does not apply).

**Brock's Goomba** ● 50 ● ● C

● Throw Stones. Flip three coins. Does 10 damage times the number of heads.

**Brock's Golbat** ● 70 ● ● H

Stage 1. Evolves from Zubat. ● Speed Flight. 20 damage. ● Revolving Flight. 10 damage. Does 10 damage to all of opponent's benched Pokémons.

**Brock's Golem** ● 90 ● ● R

● Rockslide. 20 damage. Does 10 damage each to up to 3 of opponent's benched Pokémons. ● Crash Land. 50 damage.

**Brock's Graveler** ● 70 ● ● H

Stage 1. Evolves from Geodude. ● Bodyslam. 20

# Pokémon

## Players Guide

### NAME TYPE HP WK RES RET CR

**Brock's Lickitung** ● 80 ● ● ● U  
● Tongue Stap. 20 damage. ● Slam. Flip two coins. Does 30 damage times the number of heads.

**Brock's Monkey** ● 40 ● C  
● Waste Time. Shuffle your deck. ● Karate Chop. Does 40 damage minus 10 damage for each damage counter on Monkey.

**Brock's Ninetales** ● 70 ● ● ● H  
Stage 1. Evolves from Vulpix. Pokémon Power: Transform. You may use this power once during your turn. Select any Evolved card from your hand and attach it to this Ninetales. During your turn you may also remove the attached Evolved card, discard it, and return to using this card as Brock's Ninetales. When Ninetales is Asleep, Paralyzed, or Confused, this power cannot be used. And the card reverts back to being Brock's Ninetales (any attached cards are discarded). ● Will O' Wisp. 30 damage.

**Brock's Onix** ● 100 ● ● ● C  
● Grawl. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Rock-Throw. 30 damage.

**Brock's Primeape** ● 70 ● ● ● U  
Stage 1. Evolves from Mankey. Pokémon Power: Run Away. When Primeape's remaining Hit Points are 10, return this card to your hand. ● Berserk. 60 damage. Primeape takes 20 damage. If there are any Stadium cards in play, discard them.

**Brock's Rhydon** ● 80 ● ● ● H  
Stage 1. Evolves from Rhyton. Pokémon Power: Bench Guard. Each time one of your benched Pokémons would take damage, you may have Rhydon take 10 of that damage instead. ● Lariat. 70 damage. Flip a coin. If tails, this attack does nothing.

**Brock's Rhyhorn** ● 70 ● ● ● C  
● Drill-Claws. 70 damage. Flip two coins. If at least one is tails, this attack does nothing.

**Brock's Sandsrew** ● 50 ● ● ● C  
● Sand Shell. 20 damage. The defending Pokémon cannot retreat next turn.

**Brock's Sandshark** ● 70 ● ● ● J  
Stage 1. Evolves from Sandsrew. ● Speedster. 20 damage (weakness, resistance and Pokémon Powers and any other abilities do not apply). ● Thorn Ball. 30 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

**Brock's Yulpix** ● 40 ● ● ● C  
● Flame. 20 damage. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

**Brock's Yulpix** ● 50 ● ● ● U  
● Stare. Defending Pokémon is Asleep. ● Ring of Fire. 20 damage. Does 10 damage to 1 of opponent's benched Pokémons.

**Brock's Zubat** ● 40 ● ● ● C  
● Wing Slam. 10 damage. ● Polson Fang. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

**Erika's Bellsprout** ● 40 ● ● ● U  
Pokémon Power: Nutrient Absorption. You may use this power once during your turn. Select up to two Grass Energy cards attached to Pokémon in your play area and attach them to Bellsprout. ● Vine Growth. Does 10 damage to 1 of opponent's benched Pokémons.

**Erika's Bellsprout** ● 50 ● ● ● C  
● Wimpy Tackle. 20 damage. Bellsprout takes 10 damage.

**Erika's Bulbasaur** ● 50 ● ● ● U  
● Sleep Seeds. 10 damage. Defending Pokémon is Confused. ● Erland. Flip a coin. If heads, you may search your deck for a Trainer card and add it to your hand.

**Erika's Clefable** ● 70 ● ● ● H  
Stage 1. Evolves from Clefairy. ● Fairy Miracle. Flip a coin. If heads, select any number of your benched Pokémons and return them and any attached cards to your hand. ● Moon Impact. 30 damage.

**Erika's Clefairy** ● 50 ● ● ● U  
● Moon Power. Flip a coin. If heads, search your deck for an Evolution card that can be played on one of your Pokémons and immediately play that Evolution. ● Moon

### NAME TYPE HP WK RES RET CR

**Erika's Dragonair** ● 80 ● ● ● H  
Stage 1. Evolves from Dratini. ● Blizzard. 30 damage. Flip a coin. If heads, does 10 damage to all of your opponent's benched Pokémons. If tails, does 10 damage to all of your own benched Pokémons. ● Takeaway. Dragonair and defending Pokémons are attached cards are shuffled into their respective decks.

**Erika's Dratini** ● 40 ● ● ● U  
Pokémon Power: Mysterious Barrier. Any time Dratini would take 20 or more damage from a Basic Pokémon, that damage is reduced by 10. ● Tail-Poke. 10 damage. Flip a coin. If heads, does 20 more damage.

**Erika's Exeggutor** ● 50 ● ● ● U  
● Reflector. Reduce by half all damage dealt to Exeggutor next turn. ● Eggbomb. 40 damage. Flip a coin. If tails, removes 1 damage done to defending Pokémon and Exeggutor takes 20 damage.

**Erika's Exeggcute** ● 70 ● ● ● U  
● Psyco-Exchange. Shuffle your hand into your deck and draw five new cards. ● Stomp. 30 damage. Flip a coin. If heads, does 10 more damage.

**Erika's Gloom** ● 60 ● ● ● U  
Stage 1. Evolves from Oddish. ● Healing Pollen. Flip a coin. If heads, remove four damage counters from Gloom. ● Miracle Pollen. 30 damage. Flip a coin. If heads, defending Pokémon becomes your choice of one of Asleep, Confused, Paralyzed or Poisoned.

**Erika's Jigglypuff** ● 50 ● ● ● C  
● Massive Recovery. Remove one damage counter from each Pokémon in play on both sides. ● Gentle Punch. 40 damage. If defending Pokémon has any damage counters on it already, the damage from this attack is reduced by 30.

**Erika's Oddish** ● 40 ● ● ● C  
● Weird Powder. 10 damage. Flip a coin. If heads, defending Pokémon is Confused. If tails, it is Asleep.

**Erika's Oddish** ● 50 ● ● ● C  
● Slight Inhale. 10 damage. Remove one damage counter from Oddish. ● Sometime Inhale. 20 damage. Flip a coin. If heads remove one damage counter from Oddish.

**Erika's Paras** ● 50 ● ● ● C  
● Pinch. 10 damage. ● Dangerous Spores. Flip a coin. If heads, defending Pokémon is Poisoned and does 10 damage to all of your opponent's benched Pokémons.

**Erika's Tangela** ● 60 ● ● ● C  
● Tangle. 10 damage. ● Leaf Throw. 20 damage.

### NAME TYPE HP WK RES RET CR

**Surge's Eevee** ● 40 ● ● ● U  
Surprise. Look at a random card from opponent's deck, return it and shuffle. ● Scratch. 20 damage.

**Surge's Electabuzz** ● 70 ● ● ● H  
● Electric Charge. If there are any Lightning Energy cards in your discard pile, select up to two of them and attach them to Electabuzz. ● Electric Discharge. Discard a Lightning Energy card attached to Electabuzz. Flip a coin equal to the number of Energy cards you just discarded. Does 30 damage times the number of heads.

**Surge's Fearow** ● 70 ● ● ● H  
Stage 1. Evolves from Spearow. ● Machine Gun Drill. Flip five coins. Does 10 damage times the number of heads. ● Grab. 30 damage. Defending Pokémon can't retreat next turn.

**Surge's Flareon** ● 70 ● ● ● R  
● High Frequency Wave. 20 damage. Flip a coin. If heads, your opponent cannot play any Trainer cards next turn. ● Raging Thunder. 30 damage. Does 10 more damage times the number of damage counters on Jolteon. Flip a coin. If tails, Jolteon takes 30 damage.

**Surge's Magnemite** ● 30 ● ● ● U  
● Destructive Electric Wave. 10 damage. Flip a coin. If heads, select one Energy card attached to defending Pokémon and discard it. ● Confusion Wave. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.

**Surge's Magnemite** ● 40 ● ● ● C  
● Electroshock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Bodyslam. 20 damage.

**Surge's Magnezone** ● 70 ● ● ● H  
Stage 1. Evolves from Magnemite. Pokémon Power: Energy Charge. This power can only be used when Magneton is your active Pokémon. Select number of Lightning Energy cards attached to any of your benched Pokémons and attach them to Magneton. ● Megashock. 50 damage. Flip a coin. If tails, Magneton takes 20 damage.

**Surge's Pikachu** ● 40 ● ● ● C  
● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

**Surge's Raticate** ● 60 ● ● ● U  
Stage 1. Evolves from Rattata. ● Power-Gather. Next turn, Raticate's Suicida Tackle does twice its normal damage (including double damage to Raticate as well).

**Surge's Rattata** ● 30 ● ● ● C  
● Drill-Beak. 20 damage.

**Surge's Vaporeon** ● 60 ● ● ● C  
● Water Pulse. 20 damage. Flip a coin. If heads, your opponent must flip a coin every time defending Pokémon attacks. If tails, the attack does nothing. This lasts until defending Pokémon retreats.

**Misty's Magikarp** ● 30 ● ● ● C  
● Playing Dead. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Magikarp next turn. ● Flip. 10 damage.

**Misty's Poliwag** ● 50 ● ● ● C  
● Bubbles. 20 damage. Flip a coin. If tails, you cannot use this attack next turn. ● Forget. Choose one of defending Pokémon's attacks. Your opponent cannot use that attack next turn.

**Misty's Poliwhirl** ● 70 ● ● ● U  
Stage 1. Evolves from Poliwag. ● Whirlpool of Destruction. 20 damage. Flip a coin. If heads, discard 1 Energy card attached to defending Pokémon. ● Water Punch. 30 damage. Flip a number of coins equal to the number of Water Energy cards attached to Poliwhirl. Does 10 more damage times the number of heads.

**Misty's Psyduck** ● 60 ● ● ● C  
● Psychic Ability. Flip three coins. If there is one heads, draw a card. If there are two heads, does 20 damage to defending Pokémon. If there are three heads, copy 1 of defending Pokémon's attacks, disregarding Energy requirements.

**Misty's Seadra** ● 70 ● ● ● H  
Stage 1. Evolves from Horsa. ● Tail Whip. 20 damage. ● Knock-Out-Needle. 30 damage. Flip two coins. If both are heads does 60 more damage.

**Misty's Seal** ● 50 ● ● ● C  
● Icicle. 10 damage. Defending Pokémon cannot retreat next turn. ● Mirage. 10 damage. If defending Pokémon attacks next turn, opponent must flip a coin. If tails, the attack does nothing.

**Misty's Starly** ● 40 ● ● ● C  
● Star Boomerang. 20 damage. Flip a coin. If heads, return Starly and all cards attached to it to your hand.

**Misty's Tentacool** ● 50 ● ● ● U  
● Crystal Beam. 20 damage. Flip a coin. If heads, defending Pokémon cannot attach any Energy cards next turn.

**Misty's Tentacruel** ● 70 ● ● ● H  
Stage 1. Evolves from Tentacool. Pokémon Power Rush. In use only when Tentacruel is the defending Pokémon. Before damage is dealt, switch Tentacruel with 1 of your benched Pokémons. ● Jellyfish Poison. 30 damage. Flip a coin. If heads, defending Pokémon is Poisoned. If tails, it is Confused.

**Team Rocket's Hitmonchan** ● 60 ● ● ● H  
● Cross-Counter! If defending Pokémon is Hitmonchan next turn, defending Pokémon receives damage equal to twice the amount that it dealt. ● Magnum Punch. 50 damage.

**Team Rocket's Mr. Mime** ● 60 ● ● ● H  
Pokémon Power Phoenix. This power can only be used when Mr. Mime is Knocked Out. Return Mr. Mime from your discard pile to your hand. ● Wall of Flame. 40 damage. If Mr. Mime takes damage next turn, the attacking Pokémon takes 10 damage as well.

**Team Rocket's Scyther** ● 60 ● ● ● H  
● Shadow-Self. If Scyther receives damage next turn, opponent must flip a coin. If tails, Scyther takes no damage. If heads any damage counters Scyther receives are discarded when it retreats. ● High Speed Scythe. 40 damage.

**Misty's Goldeen** ● 40 ● ● ● C  
Remove one damage counter from each of your Pokémons.

## PROMO POWER



### PORYGON

Traditionally, Porygon has been the least powerful pokémon, but the vending machine version adds some pixels to his punch. Its 3D attack has the potential to do 30 damage with a single colorless energy, and its texture 2 power can alter its resistance to whatever type it needs to play tough against your opponent's active pokémon. Now, if only they did the same to Magikarp...

● Vine-Whip. 10 damage. ● Growing Vine. Does 20 damage to 1 of opponent's benched Pokémons.

**Erika's Victreebel** ● 80 ● ● ● R  
Stage 2. Evolves from Weepinbell. Pokémon Power: Fragrant Trail. You may use this power once during your turn. Flip a coin. If heads, switch defending Pokémon with 1 of opponent's benched Pokémons. ● Leafster. 60 damage.

**Erika's Vileplume** ● 80 ● ● ● H  
Stage 2. Evolves from Gloom. Pokémon Power: Defense Pollen. Whenever Vileplume receives damage, flip a coin. If heads, the Pokémon that dealt the damage is Confused. This power operates even if Vileplume is Asleep, Confused or Paralyzed. ● Megadrain. 30 damage. Remove a number of damage counters from Vileplume equal to half the amount of damage this attack dealt (round down).

**Erika's Weepinbell** ● 60 ● ● ● U  
Stage 1. Evolves from Bellsprout. ● Split. 10 damage.

**Misty's Dewgong** ● 80 ● ● ● U  
Stage 1. Evolves from Seal. ● Ice Stone. 20 damage. If defending Pokémon is a Fighting Pokémon, the damage of this attack is doubled. ● Chrage. 60 damage. Dewgong takes 20 damage.

**Misty's Clefairy** ● 50 ● ● ● U  
● Moon Power. Flip a coin. If heads, search your deck for an Evolution card that can be played on one of your Pokémons and immediately play that Evolution. ● Moon

### GYM LEADERS #1 TRAINERS

**Brock** ● 40 ● ● ● C

Remove one damage counter from each of your Pokémons.

**POKÉ FACT** Of the original 151 pokémon, grass has the most individual pokémon with 38. Second place belongs to the 29 water pokés. Last place is claimed by Pikachu and his lightning buddies with a lowly nine.

NAME	TYPE	HP	WK	RES	RET	CR
<b>Brock's Method of Raising</b>	U					
Search your deck for a basic Brock's Pokémon and add it to your hand.						
<b>Brock's Protection</b>	R					
This Trainer can only be attached to a Brock's Pokémon. Energy cards attached to the Pokémon cannot be discarded by opponent's attacks or by their Trainer cards. This card remains in play until the Pokémon leaves play.						
<b>Confusion Gym</b>	R					
Stadium. Whenever either player plays a Trainer card (other than a Stadium card), that player must flip a coin. If tails, the player cannot use the Trainer, and his opponent can use it instead as long as it does not have to be attached to a Pokémon.						
<b>Energy Circulation</b>	C					
Choose any number of Basic Energy cards attached to your Pokémon and return them to your hand.						
<b>Erika</b>	R					
You and your opponent may draw up to three cards.						
<b>Erika's Compassion</b>	R					
Remove two damage counters from each Pokémon in play.						
<b>Erika's Maids</b>	U					
Shuffle two cards from your hand into your deck to search your deck for two Erika's Pokémons and add them to your bench.						
<b>Erika's Perfume</b>	J					
Look at your opponent's hand. You may choose any number of Basic Pokémons from his hand and put them on his bench, as long as there is room.						
<b>Graceful Attack</b>	R					
Attack Graceful Attack to your active Pokémon. Whenever that Pokémon damages defending Pokémons, you may reduce the damage by any amount. If it's still in play, return Graceful Attack to your hand at end of opponent's turn.						
<b>Hanada City Gym</b>	U					
Stadium. At Misty's Pokémon cost one less Energy to retreat.						
<b>Kuchiba City Gym</b>	U					
Stadium. Whenever either player's active Pokémon deals damage to the defending Pokémon, that player may flip a coin. If heads, the attack does 10 more damage. If tails, the attacking Pokémon takes 10 damage.						
<b>Lt. Surge</b>	R					
Return your active Pokémon to your bench and replace it with a basic Pokémon from your hand.						
<b>Lt. Surge's Negotiations</b>	U					
Your opponent chooses one: Either both you and your opponent draw a card from your respective prize pile or you draw a card from your deck.						
<b>Lt. Surge's Secret Plot</b>	R					
Choose any card from your hand and place it on your bench face-down, even if it is not a basic Pokémon. As long as the card is face-down, treat it as a basic Pokémon. You may flip it face up whenever you wish during your turn. When you use its attack, Pokémon power, have it evolve or treat or when it receives damage or effects, you must flip the card face-up. If it is not a basic Pokémon discard all cards attached to it.						
<b>Make You Remember</b>	J					
If your active Pokémon is an Evolution, you may have it use one of the attacks it had before it evolved this turn.						
<b>Manners</b>	U					
Pay only when you do not have any basic Pokémons in your hand. Show your hand to your opponent. Search your deck for any basic Pokémons and add it to your hand.						
<b>Misty</b>	R					
Discard two cards to attach this card to have your Misty's Pokémon deal an additional 20 damage to the defending Pokémon this turn.						
<b>Misty's Battle</b>	C					
Play Rock-paper-scissors with your opponent. The winner retains all cards in his hand to his deck, shuffles and draws five cards.						
<b>Misty's Pleading</b>	R					
Look at any card in your prize pile then have opponent choose: Either exchange the card you looked at with one of the cards in your hand or draw a card from your deck.						
<b>Misty's Rage</b>	U					
Look at the top seven cards from your deck. Put two into your hand and discard the rest.						
<b>Misty's Teardrop</b>	C					
Discard a card from your hand to search your deck for two Water Energy cards and add them to your hand.						
<b>Nibi City Gym</b>	U					
Stadium. Damage done by Brock's Pokémon is not affected by resistance.						
<b>Resistance-Lowering Gym</b>	R					
Stadium. The resistance of all Pokémons is reduced by 20. (For example, a resistance of 30 becomes 10.)						
<b>Spy Attack</b>	U					
Look at your opponent's hand. Discard any number of cards from your own hand and draw that many cards.						
<b>Tamamuchi City Gym</b>	U					
Stadium. During either player's turn, the active player may						
<b>NAME</b>	<b>TYPE</b>	<b>HP</b>	<b>WK</b>	<b>RES</b>	<b>RET</b>	<b>CR</b>
<b>Brock's Pika</b>	U					
discard an Energy card attached to one of his Brock's Pokémons to cure that Pokémon from being Poisoned. Aseep Paralyzed or Confused.						
<b>Team Rocket's Training Gym</b>	R					
Stadium. The retreat cost of all Pokémons is increased by one.						
<b>Team Rocket's Trap</b>	H					
Flip a coin. If heads, take three random cards from opponent's hand without looking at them and shuffle them into his deck.						
<b>Tiny Gym</b>	C					
Stadium. The maximum number of Pokémons either player can have on his bench is now four. If either player has five Pokémons on his bench that player must return one of his benched Pokémons and any cards attached to it to his hand.						
<b>Unremovable Gym</b>	R					
Stadium. Neither player can play an Energy Removal or Super Energy Removal card unless he first discards two						
<b>Blaine's Ponyta</b>	C	50	●	●		
● Kick and Run Away. 20 damage. Flip a coin. If heads, switch Ponyta with one of your benched Pokémons.						
<b>Blaine's Rapidash</b>	C	70	●	●		
Stage 1. Evolves from Ponyta. ● Fire Mane. 20 damage. ● Trample. 30 damage. Flip a coin. If heads, does 10 more damage to defending Pokémon and 10 damage to all opponent's Benched Pokémons.						
<b>Blaine's Rhyhorn</b>	C	60	●	●		
● Horn Attack. 30 damage. Flip a coin. If tails, this attack does nothing. ● Run Through. 20 damage. Flip a coin. If heads, does 20 damage to one of your opponent's benched Pokémons.						
<b>Blaine's Tauros</b>	C	70	●	●		
● Three Tails. Flip three coins. Does 10 damage times the number of heads.						
<b>ARTICUNO: Are you tired of guys like Hitmonlee and Magneton blowing up pokémon on your bench? Enter Articuno's aurora veil pokémon power and its ability to prevent all damage and effects targeting your bench! All you have to do is retreat your damaged active pokémon and it'll be safe and sound till you have need for it again.</b>						
<b>PROMO POWER</b>						
<b>Blaine's Vulpix</b>	C	40	●	●		
Pokémon Power Cure Naturally. Once during your turn, you may remove one damage counter from Vulpix. ● Confusion Tail. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.						
<b>Bruck's Dugtrio</b>	C	60	●	●		
Stage 2. Evolves from Diglett. ● Hide in a Hole. Dugtrio takes 20 less damage next turn. ● Drill Hole. 60 damage. If Dugtrio did not use Hide in a Hole last turn, this attack does nothing.						
<b>Erika's Ivysaur</b>	U	60	●	●		
Stage 1. Evolves from Bulbasaur. Pokémon Power Relaxing Fragrance. When Ivysaur is active, it and your benched Pokémon take half damage from all attacks. ● Double Leafcutter. Flip 2 coins. Does 40 damage times the number of heads.						
<b>Blaine's Charmander</b>	C	50	●	●		
Stage 2. Evolves from Charmeleon. ● Fire Breath. 20 damage. Discard all additional Fire Energy cards attached to Charizard. Does 20 more damage for each Energy discarded. ● Baze Fry. Flip a coin. If heads, does 40 damage to any 1 of opponent's Pokémons.						
<b>Blaine's Charmander</b>	C	50	●	●		
Mirror Move. Discard 1 Energy card attached to Charmander to choose and discard 1 Energy attached to defending Pokémon. ● Tear. 20 damage.						
<b>Blaine's Charmeleon</b>	C	70	●	●		
Stage 1. Evolves from Charmander. ● Fire Nail. 30 damage. ● Burn Down. Flip 3 coins. Discard 1 Fire Energy card for every heads or the attack does nothing. Does 10 damage times the number of heads to each of opponent's Pokémons.						
<b>Blaine's Gyarados</b>	C	90	●	●		
Stage 1. Evolves from Magikarp. ● Cal. Stom. Flip two coins. If both are heads, does 20 damage to all Pokémons except your active Pokémon. ● Dragon Tomato 40 damage. If this attack does not knock out the defending Pokémon, switch it with one of your opponent's benched Pokémon.						
<b>Blaine's Doduo</b>	C	50	●	●		
● Kick 20 damage. ● Revenge. Does 20 damage times the number of damage counters on Doduo.						
<b>Blaine's Growlithe</b>	C	50	●	●		
● Wie Burn. 20 damage. Does 10 damage to all of opponent's benched Grass Pokémons.						
<b>Blaine's Kangaskhan</b>	C	80	●	●		
● Kid Punch. 10 damage. Flip a coin. If tails, this attack does nothing. ● Parent And Kid Punch. 30 damage. Flip a coin. If heads, does 10 more damage.						
<b>Blaine's Machamp</b>	C	100	●	●		
Stage 2. Evolves from Macho. Pokémon Power. Spirit If Machamp is knocked out by an attacking Pokémon, flip a coin. If heads, Machamp is not knocked out, and his remaining hit points becomes 10. ● Hurricane Punch. Flip four coins. Does 30 damage times the number of heads.						
<b>Giovanni's Machoke</b>	C	80	●	●		
Stage 1. Evolves from Machop. ● Take a Chance. 60 damage. Flip a coin. If tails, defending Pokémon takes no damage. And Machoke takes 100 damage. ● Nasty Lock. 20 damage. Flip a coin. If heads, does 20 more damage and defending Pokémon is Paralyzed.						
<b>Giovanni's Machamp</b>	C	100	●	●		
Stage 2. Evolves from Macho. Pokémon Power. Spirit If Machamp is knocked out by an attacking Pokémon, flip a coin. If heads, Machamp is not knocked out, and his remaining hit points becomes 10. ● Hurricane Punch. Flip four coins. Does 30 damage times the number of heads.						
<b>Giovanni's Magikarp</b>	C	30	●	●		
● Dragon's Memory. 40 damage. Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Magikarp stays in play. ● Jump						

# Pokémon

## Players Guide

### NAME TYPE HP WK RES RET CR

attacks next turn, opponent must flip a coin. If tails, the attack does nothing. ● Disappearance Gas. 30 damage. After damaging defending Pokémon, flip a coin. If heads, return this card and all cards attached to it to your deck.

**Koga's Muk** ● 60 ● ● ● H Stage 1: Evolves from Grimer Pokémon Power: Drip Power Liquid. When Muk takes damage or is knocked out, flip a coin. If heads, choose and discard one Energy card from opponent's active Pokémon. ● ● ● Swift of Strike. 40 damage.

**Koga's Pidgeotto** ● 60 ● ● ● H Stage 1: Evolves from Pidgey. ● Quick Turn. Flip 2 coins. Does 30 damage times the number of heads. ● ● ● High Speed Fly. 10 damage. If a coin is heads, does 30 more damage, and prevent all effects, including damage, of attacks on Pidgeotto next turn.

**Koga's Pidgey** ● 40 ● ● ● U Orderly Attack. Return your active Pokémon and all attached cards to your deck. Search your deck for any Pokémon (except Pidgey) and add it to your hand. ● Wing Hit. 20 damage.

**Koga's Pidgey** ● 50 ● ● ● C Claw. 10 damage. ● Sprinkle Sand. 20 damage. If defending Pokémon attacks next turn, opponent must flip a coin. If tails, the attack does nothing.

**Koga's Tangela** ● 50 ● ● ● C Sleeping Powder. 10 damage. Defending Pokémon is Asleep. ● Search By Vine. Flip a coin. If heads, draw two cards.

**Koga's Weedle** ● 40 ● ● ● C Pricky Stab. 10 damage. ● Dangerous Needle. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. If tails, defending Pokémon is Paralyzed.

**Koga's Weezing** ● 70 ● ● ● U Stage 1: Evolves from Kruffing. ● Sudden Explosion. 10 damage. Flip a coin. If heads, does 30 more damage to both Weezing and the defending Pokémon. ● ● ● Poison Gas. Flip a coin. If heads defending Pokémon is Poisoned. The poison does 20 damage instead of 10.

**Koga's Zubat** ● 40 ● ● ● C Attack by Crowd. Does 10 damage for each Zubat in play. Before dealing damage, you may search your deck for any number of Koga's Zubats and put them onto your bench.

**Lt. Surge's Raichu** ● 80 ● ● ● H Stage 1: Evolves from Pikachu. ● Barbwire. 20 damage. Flip a coin. If heads, does 30 more damage. Discard all Lightning Energy cards attached to Raichu. ● ● ● Electric Tackle. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, Raichu takes 20 damage.

**Misty's Poliwrath** ● 90 ● ● ● H Stage 2: Evolves from Poliwhir. ● Water Ring. 30 damage. Does 10 damage to all benched, non Water Pokémon.

**Sabrina's Abra** ● 90 ● ● C Energy Loop. 20 damage. You must return 1 Psychic Energy card from Abra to your hand to use this attack.

**Sabrina's Alakazam** ● 80 ● ● ● H Stage 2: Evolves from Kadabra. Pokémon Power: Psychotink. When attacking Alakazam may duplicate the attack of any Psychic Pokémon in play. ● ● ● Megaburn. 60 damage. You cannot use Megaburn next turn.

**Sabrina's Drowzee** ● 50 ● ● ● C Hypnotize. Flip a coin. If heads, defending Pokémon cannot attack or use any of its powers next turn.

**Sabrina's Gengar** ● 80 ● ● ● H Stage 2: Evolves from Haunter. ● Amplify. Does 10 damage to all opposing Pokémon that have damage counters on them. ● ● Voice of Darkness. 40 damage. If defending Pokémon was not knocked out by this attack, flip two coins. If both are heads, defending Pokémon is returned to opponent's deck.

**Sabrina's Gengar** ● 80 ● ● ● H Stage 2: Evolves from Haunter. ● Amplify. Does 10 damage to all opposing Pokémon that have damage counters on them. ● ● Voice of Darkness. 40 damage. If defending Pokémon was not knocked out by this attack, flip two coins. If both are heads, defending Pokémon is returned to opponent's deck.

**Sabrina's Gengar** ● 80 ● ● ● H Stage 1: Evolves from Psyduck. ● Damage Shift.

### NAME TYPE HP WK RES RET CR

Move 1 damage counter from Goldduck to defending Pokémon. ● ● Water Shot. 20 damage. Flip a coin. If heads, does an additional 20 damage.

**Sabrina's Haunter** ● 50 ● ● U Stage 1: Evolves from Gastly. ● Night Spirits. Flip as many coins as you have Sabrina's Gastly/Haunter/Bengal in play. Does 30 damage times the number of heads.

**Sabrina's Hypno** ● 70 ● ● ● U Stage 1: Evolves from Drowzee. ● Bring Back to Life. Choose one basic Pokémon from your opponent's discard pile and add it to its owner's bench with damage counters equal to half its maximum hit points. ● Curse of the Pendulum. Flip coins equal to the number of damage counters on defending Pokémon. Does 20 damage times the number of heads.

**Sabrina's Jynx** ● 60 ● ● ● J Good Dead. Choose one of your opponent's cards and remove as many damage counters as you like. Draw a card for each damage counter removed. ● Cling. 20 damage. Flip a coin. If heads, defending Pokémon cannot retreat next turn.

**Sabrina's Kadabra** ● 70 ● ● ● U Stage 1: Evolves from Abra. ● Life Down. Flip a coin. If heads, does damage to defending Pokémon equal to its remaining hit points minus 10. ● ● ● Psychoshot. 30 damage.

**Sabrina's Mr. Mime** ● 50 ● ● ● C Magic Trick. Choose up to three cards in your hand and place them back in your deck. For each chosen card, search your deck for a basic Energy card and add it to your hand. ● ● Slap On The Cheek. 20 damage.

**Sabrina's Porygon** ● 40 ● ● ● C Sharp. 10 damage. ● Barrier Attack. 20 damage.

**Sabrina's Psylock** ● 50 ● ● ● C Scratch. 10 damage. ● Annoying Mind. 20 damage. Flip a coin. If heads, defending Pokémon is Confused. If tails, defending Pokémon takes no damage and Psylock is Confused.

**Sabrina's Slowbro** ● 70 ● ● ● U Stage 1: Evolves from Slowpoke. ● Daze. Flip a coin. If heads, remove 30 damage from Slowbro, and Slowbro is Asleep. ● ● ● Spiritual Head Stab. 40 damage. You cannot use this attack next turn.

**Sabrina's Slowpoke** ● 50 ● ● ● C ● Lazy Attack. 30 damage. Slowpoke falls Asleep after damaging the defending Pokémon.

**Sabrina's Venomoth** ● 60 ● ● ● H Stage 1: Evolves from Venonat. ● Wing Powder.

### NAME TYPE HP WK RES RET CR

while asleep, it does 20 damage to the attacking Pokémon. ● ● Collapse. 20 damage. Snorlax is Asleep.

**Team Rocket's Zapdos** ● 70 ● ● ● CC H ● Plasma. 20 damage. You make one Lightning Energy from your discard pile and attach it to Zapdos. ● ● ● ElectroBurn. 70 damage. Zapdos takes 10 damage for each Lightning Energy attached to it.

[Your Name]'s Chansey ● 90 ● ● ● UR ● Lucky Egg. Flip a coin. If heads draw two cards. If tails, shuffle two cards from your hand into your deck. ● ● ● Lucky Punch. 10 damage. Flip a coin. If heads, does 30 more damage.

## GYM LEADERS #2 TRAINERS

### Blaine

R When you attach a Fire Energy card to a Blaine's Pokémon count the Energy as double for this turn, only Blaine's Gamble

C Discard as many cards from your hand as you like. Flip a coin. If heads, draw twice the number of cards you discarded.

Blaine's Last Resort

U Draw 5 cards. You can only play Last Resort if it's the only card in your hand.

### Blaine's Quiz #3

U Place a Pokémon from your hand face down in front of you. Tell your opponent one of its attacks. If he correctly identifies the Pokémon, he draws three cards. If not, you draw three cards. Return the Pokémon to your hand.

### Discard Exchange

C Count the number of cards in your discard pile, shuffle them back into your deck, then draw an identical number of cards and discard them.

### Giovanni

R Evolve one of your Giovanni's Pokémons by placing an Evolution card over it. You may do this even if you already evolved it this turn or just put it into play.

### Giovanni's Trump Card

R Discard all damage counters from one of your Giovanni's Pokémons, then discard all the cards in your hand.

### Guren Town Gym

U Stardust. Each players' Blaine Pokémons ignores its weakness to water.

### Invisible Wall

U Your benched Pokémons are immune to all damage until

### NAME TYPE HP WK RES RET CR

Pokémon on your Bench.

### Sabrina's ESP

U Attach this card to one of your Sabrina's Pokémons. At the end of your turn, discard this card. If this Pokémon attacks and the power requires you to flip one or more coins, flip one additional coin.

### Sabrina's Eye

C Each player counts the number of cards in his hand, then return them to his deck. Each player shuffles his deck and then draws a number cards equal to the amount they previously had in their hand.

### Sabrina's Psychic Control

U Flip a coin. If heads, choose a trainer from your opponent's discard pile and use it. You can't choose a trainer that attaches to a Pokémon or otherwise goes into play, nor can you select one which you can't immediately use.

### Sekihaku City Gym

U Stadium. On each player's turn, he may flip a coin. If heads, he selects a Koga's Pokémon in play and returns it and all attached cards to its controller's deck.

### Team Rocket's Experiment

U Flip a coin. If heads, choose any card from your deck and add it to your hand. If tails, you can't use a trainer card until the end of your next turn.

### Team Rocket's Explosive Gym

U Whenever a basic Pokémon comes into play, its controller flips a coin. If tails, that Pokémon takes 20 damage. This card is discarded when another Stadium enters play.

### Tickle Machine

U Flip a coin. If heads, your opponent places his hand face down on the table. He can't look at or use those cards until the beginning of his next turn.

### Tukawa City Gym

R Stadium. When either player evolves a Giovanni Pokémon, he removes two damage counters from that Pokémon.

### Warp Point

C Each player chooses one of his benched Pokémons and switches it with his active Pokémon.

### Yanabuki City Gym

U Stadium. During each player's turn, that player may return an Energy card attached to one of his Sabrina Pokémons to his hand.

## GYM LEADERS DECKS #1-6 POKÉMON

These are the cards that are only available in the fixed Gym Leaders decks. The rarity column designates which deck the card is found in.

### Blaine's Arcanine

F5 Stage 1: Evolves from Growlithe. ● ● ● Heat Tackle. 40 damage. Arcanine takes 10. ● ● ● Firestorm. 120 damage. You must discard three Fire Energy cards attached to Arcanine to use this attack.

### Blaine's Charmander

F5 Fire Tail. 20 damage. Flip a coin. If it tails, discard 1 Fire Energy card attached to Charmander.

### Blaine's Dodrio

F5 Stage 1: Evolves from Doduo. ● ● ● Power Yell. 50 damage. Flip a coin. If tails, this attack does nothing.

### Blaine's Doduo

F5 Kick. 20 damage. Flip a coin. If tails, this attack does nothing. ● ● ● Revenge. Does 10 damage times the number of damage counters on Doduo.

### Blaine's Growlithe

F5 Shaking Off. 10 damage. ● ● ● Fire Does 30 damage. Growlithe takes 10 damage.

### Blaine's Growlith

F5 Give. Search your deck for A Fire Energy card and attach it to Growlith. ● ● ● Bearing Down. 20 damage. Flip a coin. If heads, defending Pokémons is Paralyzed.

### Blaine's Magmar

F5 Firebreath. 10 damage. Flip a coin. If heads, does 10 more damage. ● ● ● Magma. Discard 5 cards from the top of your deck. Does 20 damage times the number of Fire Energy cards discarded.

### Blaine's Ninetales

F5 Stage 1: Evolves from Vulpix. Pokémon Power: Blaze Recovery. Use once per turn during your turn. For each Fire Energy card attached to Ninetales, remove one damage from Ninetales. ● ● ● Burning Heat. 50 damage. Flip a coin. If tails, discard all Fire Energy cards attached to Ninetales.

### Blaine's Poryta

F5 Quick Attack. 20 damage. Flip a coin. If heads, prevent all damage from attacks to Poryta next turn.

### Blaine's Poryta

F5 Kick Away. 20 damage. Flip a coin. If heads, choose one of your benched Pokémons and exchange it with Poryta.

## PROMO POWER



Recovery. Flip three coins. For each heads, remove a damage counter from Venomoth and each of your benched Pokémons. ● ● Hallucinatory Soundwave. 10 damage. Flip two coins. If either is heads, defending Pokémons is Confused.

### Sabrina's Venonat

C ● Poison Antenna. Defending Pokémons is Poisoned. ● ● ● Destructive Beam. 20 damage. Flip a coin. If heads, choose and discard 1 Energy card attached to defending Pokémons. If it becomes benched, discard this card.

### Team Rocket's Mewtwo

H ● Change Damage. Flip a coin. If heads, switch all damage counters on Mewtwo with defending Pokémons. ● ● ● Wave Motor. 20 damage. Flip a coin. If heads, defending Pokémons is Asleep. ● ● ● Psycho Burn. 60 damage.

### Team Rocket's Snorlax

H Pokémon Power: Restless Sleep. If Snorlax is attacked

the end of the next turn.

### Koga

R If any of your Koga's Pokémons take damage from your opponent's active Pokémon this turn, the active Pokémon is Poisoned.

### Koga's Secret Transformation

U Attach this trainer to your active Koga's Pokémon. Whenever it attacks, you may switch it with a benched Pokémon (damage and effects take place after the exchange). If it becomes benched, discard this card.

### Rocket Teammate

U Flip two coins. If both are heads, choose one of your opponent's benched Pokémons and return it to his hand, along with its attached cards. If you get any result other than two heads, your turn ends immediately.

### Sabrina

R Choose 1 Sabrina Pokémon on your Bench. Move all Energy cards attached to that Pokémon to another Sabrina

### KEY

C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL F=FIXED

### ● COLORLESS ● FIGHTING ● FIRE ● GRASS ● LIGHTNING ● PSYCHIC ● WATER

### CR Card Rarity HP Hit Points RES Resistance RET Retreat

### TYPE Energy Type WK Weakness

**POKE FACT** Of course, you'd expect Pikachu to have the most different versions, and he does indeed reign supreme with 13. But does anyone else challenge the little rat? Yep, Mewtwo and, surprisingly, Vulpix each have eight different versions.

NAME	TYPE	HP	WK	RES	RET	CR
Blaine's Rapidash	●	70	●		F5	
Stage 1. Evolves from Ponyta. ● Flare. 20 damage.						
● ● Stomping Crush. 30 damage. Flip a coin. If heads, does 10 damage to 1 of opponent's benched Pokémons.						
Blaine's Vulpix	●	50	●	●	F5	
● Bite. 10 damage. ● Gathering. Flip three coins. For each heads, return 1 Fire Energy card in your discard pile to your hand.						
Blaine's Vulpix	●	40	●		F5	
Pokémon Power. Natural Healing. Use once per turn during your turn. Remove one damage counter from Vulpix.						
● ● Misleading Tail. 20 damage. Flip a coin. If heads, Defending Pokémon is Confused.						
Brock's Geodude	●	50	●	●	F1	
● Bodyslam. 10 damage. ● Longshot. Flip a coin. If heads, does 30 damage to 1 of opponent's benched Pokémons.						
Brock's Graveler	●	70	●		F1	
Stage 1. Evolves from Geodude. ● ● Throw Rocks. Flip three coins. Does 20 damage times the number of heads.						
Brock's Mankey	●	40	●		F1	
● Tease. Select one of your opponent's benched Pokémons and switch it with defending Pokémon. ● Flying Kick. 10 damage.						
Brock's Onix	●	70	●	●	F1	
● Constrict. 20 damage. Flip a coin. If heads, Defending Pokémon is Paralyzed. ● ● Underground Movement. Select up to two of your opponent's Benched Pokémons and do 20 damage to each. Only cannot use this attack next turn.						
Brock's Rhyhorn	●	60	●	●	F1	
● Horn Throw. 20 damage. Opponent must switch Defending Pokémon with 1 of his benched Pokémon after damage is dealt. ● ● Charge. 40 damage. Rhyhorn takes 10 damage.						
Brock's Sandshrew	●	40	●	●	F1	
● Curl Up. Flip a coin. If heads, Sandshrew receives no damage next turn. ● Ball Attack. 20 damage.						
Brock's Sandslash	●	60	●	●	F1	
Stage 1. Evolves from Sandshrew. ● ● Full-body Needle Attack. 10 damage. Flip a coin. If heads, Defending Pokémon is both Poisoned and Paralyzed. ● ● Sandstorm. 20 damage. If Defending Pokémon attacks next turn, opponent must flip a coin. If tails, the attack does nothing.						
Brock's Zubat	●	30	●	●	F1	
● Telling. 10 damage. Draw a card. If the card is a basic Pokémon, switch it with 1 of your benched Pokémons. ● ● Wing Slap. 20 damage.						
Erika's Bellsprout	●	40	●	●	F4	
● Poison Breath. 10 damage. Flip a coin. If heads, Defending Pokémon is Poisoned. ● ● Vine Whip. 30 damage.						
Erika's Clefairy	●	50	●	●	F4	
● Moon View. Search your deck for a basic Energy card and add it to your hand. ● ● Continuous Face-Step. Flip 3 coins. Does 10 damage times the number of heads.						
Erika's Exeggutor	●	40	●	●	F4	
● Ball-Throw. Flip a number of coins equal to the number of Energy cards attached to Exeggutor. Does 10 damage times the number of heads. ● ● Psychokinesis. 10 damage. Does 10 more damage times the number of Energy cards attached to Defending Pokémon.						
Erika's Gloom	●	70	●	●	F4	
Stage 1. Evolves from Dridish. ● ● Dream Dance. 10 damage. Both the Defending Pokémon and Gloom become Asleep. ● ● Stink. Does 30 damage. Both the Defending Pokémon and Gloom are Confused.						
Erika's Oddish	●	40	●	●	F4	
Pokémon Power. Photosynthesis. Any Energy cards attached to your discards pile, select up to two of them and attach them to Oddish. ● ● Electric Bash. 20 damage. Move 1 Lightning Energy attached to Electabuzz to one of your benched Pokémons.						
Erika's Weepinbell	●	70	●	●	F4	
Stage 1. Evolves from Bellsprout. ● ● Sleep-Poison. Defending Pokémon is Poisoned and Asleep. Vine Whip. 40 damage.						
Lt. Surge's Electabuzz	●	60	●	●	F3	
● Electric Charge. If there are any Lightning Energy cards in your discards pile, select up to two of them and attach them to Electabuzz. ● ● Electric Bash. 20 damage. Move 1 Lightning Energy attached to Electabuzz to one of your benched Pokémons.						
Lt. Surge's Electrode	●	70	●	●	F3	
Stage 1. Evolves from Voltorb. Pokémon Power. Shockblast. After this card is damaged in battle flip a coin. If tails, does 20 damage to the Pokémon that damaged it and 20 damage to itself. 30 damage. If the flip is heads, does 10 more damage for each damage counter on Electrode.						
Lt. Surge's Pikachu	●	50	●	●	F3	
● Electric Charge. If you have a Lighting Energy card in your discards pile, you may take one and attach it to this						
card. ● Electric Tail. 20 damage. Flip a coin. If heads, Defending Pokémon is Paralyzed.						
Lt. Surge's Raticate	●	70	●	●	F3	
Stage 1. Evolves from Rattata. ● Megaton Punch. 30 damage. ● ● 100,000 Volts. 100 damage. Discard all Energy cards attached to Raticate.						
Lt. Surge's Spearow	●	50	●	●	F3	
Stage 1. Evolves from Rattata. ● Raging Beakattack. Does damage equal to one-half of the Defending Pokémon's remaining hit points.						
Lt. Surge's Ratatta	●	40	●	●	F3	
● Power-Gather. Next turn, Rattata's Graw does twice its normal damage. ● ● Graw. 20 damage.						
Sabrina's Alakazam	●	80	●		F6	
Stage 2. Evolves from Kadabra. Pokémon Power. Psycho Link. Take all of the powers of any Evolved Pokémon you have in play and add them to Sabrina's Alakazam. (You can use the powers just as they appear on their cards.) ● ● ● Mega Burn. 60 damage. Alakazam cannot use this attack next turn.						
Sabrina's Browses	●	50	●		F6	
● Energy Support. Search your deck for a basic Energy card and attach it to 1 of your benched Pokémons. ● ● Mindshock. 20 damage (weakness and resistance do not apply).						
Sabrina's Gastly	●	50	●	●	F6	
● ● Stink. 20 damage. Defending Pokémon can't retreat next turn.						
Sabrina's Gastly	●	30	●		F6	
Sabrina's Graveler	●	50	●	●	F3	
● Rock Throw. 20 damage. Flip a coin. If tails, does 10 damage to 1 of your opponent's benched Pokémons.						
Sabrina's Haupter	●	70	●	●	F6	
● ● Headbutt. 20 damage. Defending Pokémon is Paralyzed. ● ● Vanishing. 30 damage. Return Gastly and all attached cards to your hand.						
Sabrina's Gengar	●	90	●	●	F6	
Stage 2. Evolves from Haunter. ● ● Dark Body. 20 damage. Until end of your opponent's next turn, all Pokémons in play are prevented from using their Pokémon Powers, and any active Pokémons Powers go away. ● ● Shadow-Bind. 40 damage. Defending Pokémon can't retreat next turn.						
Sabrina's Haunter	●	70	●		F6	
● ● Nightmare. 20 damage. Defending Pokémon is Asleep. ● ● Attack From the Shadows. Flip a coin. If heads, does 30 damage to 1 of opponent's benched Pokémons.						
Sabrina's Hypno	●	70	●		F6	
Stage 1. Evolves from Drowzee. ● Revive. Choose a basic Pokémon from your or your opponent's discard pile and put it on its owner's bench. Put damage counters on it equal to half of its hit points (round up). ● ● Pendulum Curse. Flip a number of coins equal to the number of damage counters on the Defending Pokémon. Does 20 damage times the number of heads.						
Sabrina's Jynx	●	60	●	●	F6	
● Good-Night Kiss. 10 damage. Defending Pokémon is Asleep. ● ● Wake-up Kiss. 20 damage. If Defending Pokémon was Asleep, it is no longer Asleep.						
Sabrina's Kabuto	●	70	●		F6	
Stage 1. Evolves from Abra. ● Lifedown. Flip a coin. If heads, put damage counters on the Defending Pokémon until it has 10 HP left. ● ● Psycho Shot. 30 damage.						
Sabrina's Mr. Mime	●	60	●		F6	
● ● Magic Darts. Choose one of your opponent's benched Pokémons and flip 3 coins. Does 10 damage times the number of heads to that Pokémon.						
Sabrina's Porygon	●	40	●	●	F6	
● Sharpen. Does 10 damage. ● ● Barrier Attack. 20 damage. The damage Porygon takes from attacks is reduced by 10% next turn.						
Sabrina's Tentacool	●	40	●		F2	
● Mysterious Light. Flip a coin. If heads, Defending Pokémon is Asleep. ● ● School of Jellyfish. Search your deck for any number of Tentacool, Misty's Tentacool, Tentacool, or Misty's Tentacool and add them to your hand.						
Sabrina's Abra	●	40	●		F6	
● Pound. 10 damage. ● ● Syncro Wave. 40 damage. This attack can only be used when Abra and the Defending Pokémon have the same number of attached Energy cards.						
Sabrina's Abra	●	50	●		F6	
● Choose a Pokémon in your hand and put it face-down in front of you. Tell your opponent the name of the Pokémon and ask him what height it is. If he guesses right, he draws 2 cards. If he guesses wrong, you draw 2 cards.						
Sabrina's Quiz One					F5	
Choose a Pokémon in your hand and put it face-down in front of you. Tell your opponent the name of the Pokémon and ask him what height it is. If he guesses right, he draws 2 cards. If he guesses wrong, you draw 2 cards.						
Sabrina's Quiz Two					F5	
Choose a Pokémon, Energy card or Trainer in your hand and put it face-down in front of you. Your opponent must guess that card's type. If he guesses right, he draws 2 cards.						
Sabrina's Abra					F6	
cards. If he guesses wrong, you draw 2 cards.						
Health						F5
Discard two of the cards in your hand to put one basic Pokémon from your discard pile onto your Bench.						
Hut-Blooded						F5
Discard the top three cards of your deck. Put all Fire Energy cards discarded this way into your hand.						
Master Ball						F5
Look at the top 7 cards of your deck. Choose a basic Pokémon or evolution card from there, show it to your opponent and put it in your hand.						

## PROMO POWER



**HITMONCHAN:** Everyone's favorite fighting poké resurfaces with a mach punch that's even better than his formidable 20-point jab that rocks the current tourney world. His new attack still does 20 for a single fighting energy, but it also nails a benched pokémon for 10 if you win the coin flip. No one is safe from Hitmonchan version II...unless you have Articuno.

● Breakball. 30 damage. Flip a coin. If tails, does more damage to Voltorb.

Misty's Cloyster

● ● Vanishing. 30 damage. Return Gastly and all attached cards to your hand.

Sabrina's Gengar

● ● Dark Body. 20 damage.

Stage 2. Evolves from Haunter. ● ● Dark Body. 20 damage. Until end of your opponent's next turn, all Pokémons in play are prevented from using their Pokémon Powers, and any active Pokémons Powers go away.

● ● Shadow-Bind. 40 damage. Defending Pokémon can't retreat next turn.

Sabrina's Haunter

● ● Nightmare. 20 damage. Defending Pokémon is Asleep.

● ● Attack From the Shadows. Flip a coin. If heads, does 30 damage to 1 of opponent's benched Pokémons.

Sabrina's Hypno

● ● Pendulum Curse. Flip a number of coins equal to the number of damage counters on the Defending Pokémon. Does 20 damage times the number of heads.

Sabrina's Jynx

● ● Psycho Shot. 30 damage.

Stage 1. Evolves from Drowzee. ● Revive. Choose a basic Pokémon from your or your opponent's discard pile and put it on its owner's bench. Put damage counters on it equal to half of its hit points (round up).

● ● Good-Night Kiss. 10 damage. Defending Pokémon is Asleep.

● ● Wake-up Kiss. 20 damage. If Defending Pokémon was Asleep, it is no longer Asleep.

Sabrina's Kabuto

● ● Lifedown. Flip a coin. If heads, put damage counters on the Defending Pokémon until it has 10 HP left.

● ● Psycho Shot. 30 damage.

Sabrina's Mr. Mime

● ● Magic Darts. Choose one of your opponent's benched Pokémons and flip 3 coins.

Does 10 damage times the number of heads to that Pokémon.

Sabrina's Porygon

● ● Barrier Attack. 20 damage.

The damage Porygon takes from attacks is reduced by 10% next turn.

Sabrina's Tentacool

● ● School of Jellyfish. Search your deck for any number of Tentacool, Misty's Tentacool, Tentacool, or Misty's Tentacool and add them to your hand.

Sabrina's Abra

● ● Pound. 10 damage.

● ● Syncro Wave. 40 damage.

This attack can only be used when Abra and the Defending Pokémon have the same number of attached Energy cards.

Sabrina's Abra

● ● Choose a Pokémon in your hand and put it face-down in front of you.

Tell your opponent the name of the Pokémon and ask him what height it is.

If he guesses right, he draws 2 cards.

If he guesses wrong, you draw 2 cards.

Sabrina's Quiz One

Choose a Pokémon in your hand and put it face-down in front of you.

Tell your opponent the name of the Pokémon and ask him what height it is.

If he guesses right, he draws 2 cards.

If he guesses wrong, you draw 2 cards.

Sabrina's Quiz Two

Choose a Pokémon, Energy card or Trainer in your hand and put it face-down in front of you.

Your opponent must guess that card's type.

If he guesses right, he draws 2 cards.

If he guesses wrong, you draw 2 cards.

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Sabrina's Abra

# Pokémon

## Players Guide

### VENDING #1 POKÉMON

**Abra** ● 30 ● ● C  
● Psychic Beam. Does 10 damage to one of opponent's benched Pokémons.

**Wartortle** ● 60 ● ● Beach  
Stage 1: Evolves from Squirtle. ● Water Gun. Does 20 damage plus 10 damage for each Water Energy card attached to Wartortle that is not used to pay for this attack, up to a maximum of two.

### VENDING #1 POKÉMON

**Aerodactyl** ● 70 ● ● U  
● Bitz. 10 damage. ● Spread Spores. Search your deck for a Paras card and if it's on your bench.

**Parasect** ● 60 ● ● ● C  
Stage 1: Evolves from Paras. ● Poison Spores. 10 damage. Defending Pokémon is Poisoned. ● ● Blowskull. 20 damage. You may remove one damage counter from Parasect for each damage counter this attack puts on defending Pokémon.

**Pidgey** ● 50 ● ● ● C  
● Wind Maker. 10 damage. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

**Pikachu** ● 30 ● U  
● Electric Shock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Teleport. 20 damage. If heads, prevent all effects of attacks, including damage, on Pikachu next turn.

**Pinsir** ● 50 ● ● ● U  
● Pinching Throw. 10 damage. Flip a coin. If heads, does 10 more damage. ● Slice. 30 damage.

**Poliwag** ● 50 ● ● C  
● Bubble. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Poliwirl** ● 70 ● ● ● U  
Stage 1: Evolves from Poliwag. ● Whirl. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, defending Pokémon is Asleep. ● Lean. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Poliwrath** ● 80 ● ● ● U  
Stage 2: Evolves from Poliwirl. ● Megaton Punch. 30 damage. ● Hydro Pump. 40 damage. Does 10 more damage for each Water Energy card attached to Poliwrath but not used to pay this attack's cost, up to a maximum of 20.

**Porygon** ● 40 ● ● ● C  
● 3D Attack. Flip three coins. Does 10 damage times the number of heads. ● Texture 2. You may change Porygon's resistance to any type other than colorless. This change lasts until Porygon retreats.

**Rapdash** ● 60 ● U  
Stage 1: Evolves from Ponyta. ● Hotline. 10 damage. Discard up to two Fire Energy cards attached to Rapdash. Does 20 more damage times the number of Energy you discarded.

**Ditto** ● 40 ● ● ● U  
● Kick Away. 20 damage. After damage is dealt, opponent must switch the defending Pokémon with one of his benched Pokémons.

**Rattata** ● 50 ● ● ● C  
● Claw. 10 damage. ● Tail-Wag. Flip a coin. If heads, the defending Pokémon cannot attack next turn.

**Snorlax** ● 90 ● ● ● C  
● Grav. 10 damage. ● Jump On. 20 damage. Flip a coin. If tails, this attack does nothing.

**Clefairy** ● 50 ● ● ● U  
● Hop On Board. Switch defending Pokémon with one of opponent's benched Pokémons of your choice. ● Glowinger. 10 damage. Defending Pokémon is Asleep.

**Charmander** ● 50 ● ● ● U  
● Cry Out. If defending Pokémon attacks next turn, reduce the amount of damage Charmander takes by 10. ● Flaming Tail. 30 damage.

**Doduo** ● 40 ● ● C  
● Cry Out. Damage dealt by the defending Pokémon is reduced by 10 next turn. ● Peck. 20 damage.

**Eevee** ● 30 ● ● C  
● Graw. 10 damage. ● Jump On. 20 damage. Flip a coin. If tails, this attack does nothing.

**Grovyle** ● 50 ● ● ● C  
● Bodyslam. 10 damage. ● Harden. If an attack deals 20 or less damage to Grovyle next turn, that attack's damage is reduced to zero.

**Golbat** ● 60 ● ● ● C  
Stage 1: Evolves from Zubat. ● Bleosuck. 20 damage. You may remove one damage counter from Golbat for each damage counter this attack puts on defending Pokémon. ● Plunge. 60 damage. Flip a coin. If tails, Golbat takes 40 damage.

**Kakuna** ● 60 ● ● ● C  
Stage 1: Evolves from Weedle. ● Poxérine Power. Poisonous Secretion. Whenever a Pokémon damages Kakuna, it becomes Poisoned. ● Roll. 10 damage.

**Lickitung** ● 60 ● ● ● U  
● Lick. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Trample. 20 damage. Flip a coin. If heads, does 10 more damage.

**Metapod** ● 70 ● ● ● U  
Stage 1: Evolves from Caterpie. ● Pokémon Power: Green Shied. When your Grass Pokémon receives damage, their weakness do not apply. ● Mysterious Powder. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.

**Mewtwo** ● 60 ● ● ● U  
● Psycho-Crash. Does 10 damage times the number of Double Colorless Energy cards attached to all of opponent's Pokémons. ● Super Psychokinesis. 50 damage.

**Mr. Mime** ● 50 ● ● ● U  
Pokémon Power: Neutra Damage. As long as Mr. Mime is on your bench, no Pokémons are affected by weakness or resistance. ● Jiggle. Flip four coins. Does 10 damage times the number of heads.

**Nidoran (Female)** ● 50 ● ● ● C  
● Swinging Tad. Flip a coin. If heads, defending Pokémon cannot attack next turn. ● Poison Needle. 40 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

**Nidoran (Male)** ● 50 ● ● ● C  
● Gathering Power. Next turn the damage done by Nidoran's Charge attack is doubled. ● Charge. 10 damage. Flip a coin. If tails, this attack does nothing.

**Paras** ● 50 ● ● ● C  
● 10 damage. ● Pinch. 10 damage. ● Head Butt. 10 damage. ● Leaf. 10 damage. ● Leaf. 10 damage.

### NAME TYPE HP WK RES RET CR

**Claw** 10 damage. ● Spread Spores. Search your deck for a Paras card and if it's on your bench.

**Parasect** ● 60 ● ● ● C

Stage 1: Evolves from Paras. ● Poison Spores. 10 damage. Defending Pokémon is Poisoned. ● ● Blowskull. 20 damage. You may remove one damage counter from Parasect for each damage counter this attack puts on defending Pokémon.

**Pidgey** ● 50 ● ● ● C

● Wind Maker. 10 damage. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

**Pikachu** ● 30 ● U

● Electric Shock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Teleport. 20 damage. If heads, prevent all effects of attacks, including damage, on Pikachu next turn.

**Pinsir** ● 50 ● ● ● U

● Pinching Throw. 10 damage. Flip a coin. If heads, does 10 more damage. ● Slice. 30 damage.

**Poliwag** ● 50 ● ● C

● Bubble. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Poliwirl** ● 70 ● ● ● U

Stage 1: Evolves from Poliwag. ● Whirl. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, defending Pokémon is Asleep. ● Lean. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Poliwrath** ● 80 ● ● ● U

Stage 2: Evolves from Poliwirl. ● Megaton Punch. 30 damage. ● Hydro Pump. 40 damage. Does 10 more damage for each Water Energy card attached to Poliwrath but not used to pay this attack's cost, up to a maximum of 20.

**Porygon** ● 40 ● ● ● C

● 3D Attack. Flip three coins. Does 10 damage times the number of heads. ● Texture 2. You may change Porygon's resistance to any type other than colorless. This change lasts until Porygon retreats.

**Rapdash** ● 60 ● U

Stage 1: Evolves from Ponyta. ● Hotline. 10 damage. Discard up to two Fire Energy cards attached to Rapdash. Does 20 more damage times the number of Energy you discarded.

**Ditto** ● 40 ● ● ● U

● Kick Away. 20 damage. After damage is dealt, opponent must switch the defending Pokémon with one of his benched Pokémons.

**Rattata** ● 50 ● ● ● C

● Claw. 10 damage. ● Tail-Wag. Flip a coin. If heads, the defending Pokémon cannot attack next turn.

**Snorlax** ● 90 ● ● ● C

● Grav. 10 damage. ● Jump On. 20 damage. Flip a coin. If tails, this attack does nothing.

**Clefairy** ● 50 ● ● ● U

● Hop On Board. Switch defending Pokémon with one of opponent's benched Pokémons of your choice. ● Glowinger. 10 damage. Defending Pokémon is Asleep.

**Charmander** ● 50 ● ● ● U

● Cry Out. If defending Pokémon attacks next turn, reduce the amount of damage Charmander takes by 10. ● Flaming Tail. 30 damage.

**Doduo** ● 40 ● ● C

● Cry Out. Damage dealt by the defending Pokémon is reduced by 10 next turn. ● Peck. 20 damage.

**Eevee** ● 30 ● ● C

● Graw. 10 damage. ● Jump On. 20 damage. Flip a coin. If tails, this attack does nothing.

**Grovyle** ● 50 ● ● ● C

● Bodyslam. 10 damage. ● Harden. If an attack deals 20 or less damage to Grovyle next turn, that attack's damage is reduced to zero.

**Golbat** ● 60 ● ● ● C

Stage 1: Evolves from Zubat. ● Bleosuck. 20 damage. You may remove one damage counter from Golbat for each damage counter this attack puts on defending Pokémon. ● Plunge. 60 damage. Flip a coin. If tails, Golbat takes 40 damage.

**Kakuna** ● 60 ● ● ● C

Stage 1: Evolves from Weedle. ● Poxérine Power. Poisonous Secretion. Whenever a Pokémon damages Kakuna, it becomes Poisoned. ● Roll. 10 damage.

**Lickitung** ● 60 ● ● ● U

● Lick. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Trample. 20 damage. Flip a coin. If heads, does 10 more damage.

**Metapod** ● 70 ● ● ● U

Stage 1: Evolves from Caterpie. ● Pokémon Power: Green Shied. When your Grass Pokémon receives damage, their weakness do not apply. ● Mysterious Powder. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.

**Mewtwo** ● 60 ● ● ● U

● Psycho-Crash. Does 10 damage times the number of Double Colorless Energy cards attached to all of opponent's Pokémons. ● Super Psychokinesis. 50 damage.

**Mr. Mime** ● 50 ● ● ● U

Pokémon Power: Neutra Damage. As long as Mr. Mime is on your bench, no Pokémons are affected by weakness or resistance. ● Jiggle. Flip four coins. Does 10 damage times the number of heads.

**Nidoran (Female)** ● 50 ● ● ● C

● Swinging Tad. Flip a coin. If heads, defending Pokémon cannot attack next turn. ● Poison Needle. 40 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

**Nidoran (Male)** ● 50 ● ● ● C

● Gathering Power. Next turn the damage done by Nidoran's Charge attack is doubled. ● Charge. 10 damage. Flip a coin. If tails, this attack does nothing.

**Paras** ● 50 ● ● ● C

● 10 damage. ● Pinch. 10 damage. ● Head Butt. 10 damage. ● Leaf. 10 damage. ● Leaf. 10 damage.

### NAME TYPE HP WK RES RET CR

**Bite** 10 damage. ● Spread Spores. Search your deck for a Paras card and if it's on your bench.

**Parasect** ● 60 ● ● ● C

Stage 1: Evolves from Paras. ● Poison Spores. 10 damage. Defending Pokémon is Poisoned. ● ● Blowskull. 20 damage. You may remove one damage counter from Parasect for each damage counter this attack puts on defending Pokémon.

**Pidgey** ● 50 ● ● ● C

● Wind Maker. 10 damage. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

**Pikachu** ● 30 ● U

● Electric Shock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Teleport. 20 damage. If heads, prevent all effects of attacks, including damage, on Pikachu next turn.

**Pinsir** ● 50 ● ● ● U

● Pinching Throw. 10 damage. Flip a coin. If heads, does 10 more damage. ● Slice. 30 damage.

**Poliwag** ● 50 ● ● C

● Bubble. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Poliwirl** ● 70 ● ● ● U

Stage 1: Evolves from Poliwag. ● Whirl. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, defending Pokémon is Asleep. ● Lean. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Poliwrath** ● 80 ● ● ● U

Stage 2: Evolves from Poliwirl. ● Megaton Punch. 30 damage. ● Hydro Pump. 40 damage. Does 10 more damage for each Water Energy card attached to Poliwrath but not used to pay this attack's cost, up to a maximum of 20.

**Porygon** ● 40 ● ● ● C

● 3D Attack. Flip three coins. Does 10 damage times the number of heads. ● Texture 2. You may change Porygon's resistance to any type other than colorless. This change lasts until Porygon retreats.

**Rapdash** ● 60 ● U

Stage 1: Evolves from Ponyta. ● Hotline. 10 damage. Discard up to two Fire Energy cards attached to Rapdash. Does 20 more damage times the number of Energy you discarded.

**Ditto** ● 40 ● ● ● U

● Kick Away. 20 damage. After damage is dealt, opponent must switch the defending Pokémon with one of his benched Pokémons.

**Rattata** ● 50 ● ● ● C

● Claw. 10 damage. ● Tail-Wag. Flip a coin. If heads, the defending Pokémon cannot attack next turn.

**Snorlax** ● 90 ● ● ● C

● Grav. 10 damage. ● Jump On. 20 damage. Flip a coin. If tails, this attack does nothing.

**Clefairy** ● 50 ● ● ● U

● Hop On Board. Switch defending Pokémon with one of opponent's benched Pokémons of your choice. ● Glowinger. 10 damage. Defending Pokémon is Asleep.

**Charmander** ● 50 ● ● ● U

● Cry Out. If defending Pokémon attacks next turn, reduce the amount of damage Charmander takes by 10. ● Flaming Tail. 30 damage.

**Doduo** ● 40 ● ● C

● Cry Out. Damage dealt by the defending Pokémon is reduced by 10 next turn. ● Peck. 20 damage.

**Eevee** ● 30 ● ● C

● Graw. 10 damage. ● Jump On. 20 damage. Flip a coin. If tails, this attack does nothing.

**Grovyle** ● 50 ● ● ● C

● Bodyslam. 10 damage. ● Harden. If an attack deals 20 or less damage to Grovyle next turn, that attack's damage is reduced to zero.

**Golbat** ● 60 ● ● ● C

Stage 1: Evolves from Zubat. ● Bleosuck. 20 damage. You may remove one damage counter from Golbat for each damage counter this attack puts on defending Pokémon. ● Plunge. 60 damage. Flip a coin. If tails, Golbat takes 40 damage.

**Kakuna** ● 60 ● ● ● C

Stage 1: Evolves from Weedle. ● Poxérine Power. Poisonous Secretion. Whenever a Pokémon damages Kakuna, it becomes Poisoned. ● Roll. 10 damage.

**Lickitung** ● 60 ● ● ● U

● Lick. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Trample. 20 damage. Flip a coin. If heads, does 10 more damage.

**Metapod** ● 70 ● ● ● U

Stage 1: Evolves from Caterpie. ● Pokémon Power: Green Shied. When your Grass Pokémon receives damage, their weakness do not apply. ● Mysterious Powder. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.

**Mewtwo** ● 60 ● ● ● U

● Psycho-Crash. Does 10 damage times the number of Double Colorless Energy cards attached to all of opponent's Pokémons. ● Super Psychokinesis. 50 damage.

**Mr. Mime** ● 50 ● ● ● U

Pokémon Power: Neutra Damage. As long as Mr. Mime is on your bench, no Pokémons are affected by weakness or resistance. ● Jiggle. Flip four coins. Does 10 damage times the number of heads.

**Nidoran (Female)** ● 50 ● ● ● C

● Swinging Tad. Flip a coin. If heads, defending Pokémon cannot attack next turn. ● Poison Needle. 40 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

**Nidoran (Male)** ● 50 ● ● ● C

● Gathering Power. Next turn the damage done by Nidoran's Charge attack is doubled. ● Charge. 10 damage. Flip a coin. If tails, this attack does nothing.

**Paras** ● 50 ● ● ● C

● 10 damage. ● Pinch. 10 damage. ● Head Butt. 10 damage. ● Leaf. 10 damage. ● Leaf. 10 damage.

### VENDING #1 TRAINERS

**Excavate Fossil**

Search your deck for a colorless Evolution card and add it to your hand.

**Monstrostone**

Search your deck for a colorless Evolution card and add it to your hand.

**VENDING #2 POKÉMON**

**Aerodactyl** ● 70 ● ● ● U

Stage 1: Evolves from Mysterious Fossil. ● Supersonic Wave. Flip a coin. If heads, defending Pokémon is Confused. ● Dive Attack. 40 damage. Aerodactyl takes 10 damage.

**Articuno** ● 80 ● ● ● U

Pokémon Power: Aurora Veil. Your benched Pokémon cannot be damaged or affected by any effects.

**Bubble** 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Crab-Guillotine** ● 40 ● ● ● C

Stage 1: Evolves from Koffing. ● Sleep. Discard all damage counters on Koffing. If it's still attacking, it splits into two, meaning you get to search your deck for a fresh Koffing and add it to your bench. Even better, its strange gas power deals 20 and can prevent the defending poké from using its pokémon powers next turn.

**Electabuzz** ● 60 ● ● ● C

Lightning Rod. Put a Lightning Rod counter on one of opponent's Pokémons. ● ThunderShock. 10 damage. Also does 20 damage to every Pokémon that has at least one Lightning Rod counter.

**Feeble** ● 60 ● ● ● C

Stage 1: Evolves from Spearow. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

**Graveler** ● 80 ● ● ● U

Stage 1: Evolves from Geodude. ● Auto Rock Throw. Flip a coin. If heads, this attack does nothing.

**Marowak** ● 60 ● ● ● C

Stage 1: Evolves from Cubone. ● Bone Search. If it does not already have one, put a bone counter on Marowak. ● 50 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. You may only use this attack if you remove a bone counter from Marowak first.

**Moltres** ● 80 ● ● ● U

Dry Up. Choose an opponent's Pokémon and flip a coin until you get tails. Discard a number of Water Energy cards attached to that Pokémon equal to the number of heads.

**Onix** ● 70 ● ● ● U

Blind. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, defending Pokémon cannot attack next turn.

**Raichu** ● 70 ● ● ● U

Stage 1: Evolves from Pikachu. ● Zap-Clock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Sandshrew** ● 40 ● ● ● C

Poison Needle. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ● Speedster. 20 damage. Weakness and resistance do not apply.

**Seel** ● 50 ● ● ● C

Cry Out. Damage dealt by the defending Pokémon is reduced by 10 next turn. ● Freeze Beam. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Shellder** ● 50 ● ● ● C

Spouting. 20 damage. Does 10 more damage for each Water Energy attached to Shellder but not used to pay this attack's cost, up to a maximum of 20.

**Spearow** ● 40 ● ● ● C

Flurry of Pecks. Flip two coins. Does 10 damage times the number of heads. ● Wind Maker. 10 damage.

**Tangela** ● 50 ● ● ● C

Entwine. 10 damage. Flip a coin. If heads, defending Pokémon cannot retreat next turn. ● Vine Whip. 20 damage.

**Venomoth** ● 60 ● ● ● C

Stage 1: Evolves from Venonat. ● Cyclone. 20 damage. Opponent must switch the defending Pokémon with one of his benched Pokémons. Then you must switch Venonoth with one of your benched Pokémons. ● Rainbow Powder. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

**Voltorb** ● 30 ● ● ● C

Electric Shock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

### NAME TYPE HP WK RES RET CR

**Stage 1: Evaluates from Mysterious Fossil. Pokémon Power: Become a Fossil. Use once per turn. Choose one of your Pokémons that evolved from a Mysterious fossil and flip a coin. If heads, return all Evolution cards attached to that Fossil to your hand.**

**Koffing** ● 50 ● ● ● C

Stage 1: Knocked out. Even if it's knocked out, you may search your deck for a Koffing and put it on your bench. This power can be used even if Koffing is Asleep, Paralyzed, or Confused. ● Strange Gas. 20 damage. Flip a coin. If heads, opponent cannot use any of his Pokémons' Pokémon Powers next turn.

NAME	TYPE	HP	WK	RES	RET	CR
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**Zapdos** ● 70 ● ● ● U  
 ● Electroshock. 10 damage. Flip a coin. If heads, defending Pokémons is Paralyzed. ● Everybody Spark 20 damage. Does 10 more damage times the number of Voltombs in play.  
**Thunder** ● 50 damage. Flip a coin. If tails, does 30 damage to one of your Pokémons of your choice. ● Thunder Crash. 50 damage. Flip a coin. If heads, does 20 more damage. If tails, Zapdos takes 20 damage.

## VENDING #2 TRAINERS

### Crystal of Health

Discard two Energy cards from your hand to use this card. Choose a basic Pokémon from your discard pile and put it on your bench.

### Flash

Your opponent must reveal the top five cards of his deck. If there are any Pokémons there, you may choose one and add it to your hand. Then shuffle your deck.

### Master Ball

Look at the top seven cards of your deck. If there are any Pokémons there, you may choose one and add it to your hand. Then shuffle your deck.

### Power Guard

Attack this card to your active Pokémon. While this card is attached, that Pokémon is immune to all effects other than damage. Discard this card at the end of your opponent's turn.

## VENDING #3 POKÉMON

**Arbok** ● 60 ● ● ● U  
 Stage 1: Evolves from Eeks. ● Coling, 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Veron 30 damage. The defending Pokémon is Poisoned. If the defending Pokémon was already Poisoned, this attack does 10 more damage.

**Bellsprout** ● 40 ● ● C  
 ● Wave. Flip a coin. If heads, prevent all damage dealt to Bellsprout next turn. ● Sleep-Powder. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Cubone** ● 40 ● ● C  
 ● Bone-Throw. Flip a coin. If heads, does 30 damage to defending Pokémon. If tails, does 10 damage to one of opponent's benched Pokémons.

**Gastly** ● 40 ● ● C  
 ● Scare. Opponent cannot use any Trainer cards next turn. ● Darkness 10 damage. Flip a coin. If heads, defending Pokémon is Confused.

**Golduck** ● 70 ● ● ● U  
 Stage 1: Evolves from Psyduck. ● Psychokerosis. 10 damage. Does 10 more damage times the number of Energy cards attached to the defending Pokémon. ● Splash. 40 damage.

**Graveler** ● 60 ● ● C  
 Stage 1: Evolves from Geodude. ● Godge-Crack. 30 damage. Flip two coins. Does 10 damage times the number of heads cracked any way you choose up to twice of opponent's benched Pokémons.

**Growlithe** ● 50 ● ● C  
 ● Errand. Flip a coin. If heads, you may search your deck for a Trainer card and add it to your hand. ● Spark 30 damage. You must discard one Fire Energy card attached to Growlithe in order to use this attack.

**Hanuter** ● 60 ● ● C  
 Stage 1: Evolves from Gastly. ● Weird Light. Flip a coin. If heads, defending Pokémon is Confused. ● Grudge. 20 damage. Does 10 more damage times the number of prize cards opponent has left.

**Hanuter** ● 70 ● ● C  
 Stage 1: Evolves from Gastly. ● Poltergeist. Look at opponent's hand. Does 10 damage times the number of Trainer cards there. ● Nigromare. 20 damage. Flip a coin. If heads, defending Pokémon is Asleep. If tails, defending Pokémon is Confused.

**Horsea** ● 40 ● ● C  
 ● Hide. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Horsea next turn. ● Watangan. 10 damage. Does 10 more damage for each Water Energy attached to Horsea but not used to pay for this attack's cost, up to a maximum of 20.

**Hypno** ● 60 ● ● C  
 Pokémon Power: Puppemaster. Any Clefairy Doll in play may use Hypno's Mindshock attack as long as Hypno has at least two Psychic Energy attached to it. ● Mindshock. 30 damage.

**Kadabra** ● 60 ● ● ● U  
 Stage 1: Evolves from Abra. ● Psycho Pain. 30 damage. If defending Pokémon is an evolutions, this attack does 30 more damage. ● Blink. 30 damage. Flip a coin. If heads, prevent all damage dealt to Kadabra next turn.

**Kadabra** ● 70 ● ● C  
 Stage 1: Evolves from Abra. ● Energy Recovery. Select one special Energy card from your discard pile and add it to your hand. ● Energy Shock. 20 damage. If opponent attaches an Energy card to defending Pokémon next turn it becomes Paralyzed.

NAME	TYPE	HP	WK	RES	RET	CR
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**Kangaskhan** ● 80 ● ● ● ● C  
 ● Sire. 20 damage. ● Ta!drop. 60 damage. Flip two coins. If both are tails, this power does nothing.

**Kingler** ● 80 ● ● ● J  
 Stage 1: Evolves from Krabby. ● Fiddler Crab. Flip a coin. If heads, defending Pokémon is Paralyzed.

**Machoke** ● 80 ● ● ● C  
 Stage 1: Evolves from Machop. ● Nasty Spike. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

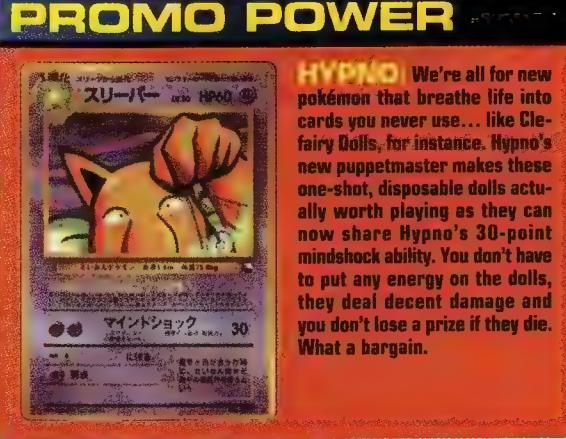
**Magmar** ● 80 ● ● ● U  
 ● Fireburn. 10 damage. You may discard any number of Fire Energy cards attached to any of your Pokémons. Does 10 more damage times the number of Energy cards discarded.

**Slowbro** ● 90 ● ● ● ● C  
 Stage 1: Evolves from Slowpoke. ● Big Yawn. Slowbro and the defending Pokémon are Asleep. ● Big Snore. 30 damage. Can only be used if Slowbro is Asleep.

**Starly** ● 50 ● ● ● C  
 ● Mysterious Light Beam. 10 damage. Next turn, your Water Pokémon are unaffected by weakness. ● Rotary Attack. 20 damage.

**Tauros** ● 70 ● ● ● ● C  
 ● Stomp and Kick. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémons after damage is dealt.

**Venomoth** ● 50 ● ● ● C  
 ● Bind. Flip a coin. If heads, choose one of the defending Pokémons' attacks. Defending Pokémon cannot use that attack.



NAME	TYPE	HP	WK	RES	RET	CR
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**Wynaut** ● 70 ● ● ● ● C  
 pay for this attack's cost, up to a maximum of 20. You may split the extra damage between one or two benched Pokémons.

**Slowbro** ● 90 ● ● ● ● C  
 Stage 1: Evolves from Slowpoke. ● Big Yawn. Slowbro and the defending Pokémon are Asleep. ● Big Snore. 30 damage. Can only be used if Slowbro is Asleep.

**Starly** ● 50 ● ● ● C  
 ● Mysterious Light Beam. 10 damage. Next turn, your Water Pokémon are unaffected by weakness. ● Rotary Attack. 20 damage.

**Tauros** ● 70 ● ● ● ● C  
 ● Stomp and Kick. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémons after damage is dealt.

**Venomoth** ● 50 ● ● ● C  
 ● Bind. Flip a coin. If heads, choose one of the defending Pokémons' attacks. Defending Pokémon cannot use that attack.

**Wynaut** ● 70 ● ● ● ● C  
 ● Eat. Put a Food counter on Snorlax. Use only if Snorlax has less than two Food counters. ● Roll. 20 damage. Remove any number of Food counters from Snorlax. Does 30 more damage times the number of counters removed.

**Hamachan's Yodaking** ● 70 ● ● ● Movie  
 Stage 1: Evolves from Slowpoke. ● Oh no! three times. Yodaking and the defending Pokémon become Confused. ● Push. 20 damage. You cannot use this power unless you say "Is it really okay?" three times.

**Mew** ● 50 ● ● ● CD  
 ● Slap. 10 damage. ● Psycho-Dope. You may use any attack of any opponent's Pokémon can use as long as you have the required amount of Energy (it does not matter what type you use, though) in addition to the cost of Psycho-Dope.

**Mewtwo** ● 60 ● ● ● CD  
 ● Energy Control. Flip a coin. If heads, choose an Energy card attached to the defending Pokémon and move it to one of opponent's other Pokémons. ● Telekinesis. Does 30 damage to one of opponent's benched Pokémons.

**Mewtwo** ● 70 ● ● ● C  
 ● Movie  
 ● Energy Absorption. Choose up to two Energy cards from your discard pile and attach them to Mew. ● Pyburn. 40 damage.

**Pikachu** ● 40 ● ● ● Movie  
 ● Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ● Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.

NAME	TYPE	HP	WK	RES	RET	CR
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**Dugtrio** ● 80 ● ● ● ● Map  
 Stage 1: Evolves from Diglett. Pokémon Power: Dig. As long as Dugtrio is on your bench, it takes no damage.

**Electabuzz** ● 40 ● ● ● C  
 Earthwave. 30 damage. Does 10 damage to each of up to two of opponent's benched Pokémons.

**Exeggcutor** ● 80 ● ● ● Jap  
 Stomp. ● Does 20 damage. Flip a coin. If heads, does 10 more damage.

**Gourmet Snorlax** ● 100 ● ● ● CD  
 ● Eat. Put a Food counter on Snorlax. Use only if Snorlax has less than two Food counters. ● Roll. 20 damage.

**Hamachan's Yodaking** ● 70 ● ● ● Movie  
 Stage 1: Evolves from Slowpoke. ● Oh no! three times. Yodaking and the defending Pokémon become Confused. ● Push. 20 damage. You cannot use this power unless you say "Is it really okay?" three times.

**Mew** ● 50 ● ● ● CD  
 ● Slap. 10 damage. ● Psycho-Dope. You may use any attack of any opponent's Pokémon can use as long as you have the required amount of Energy (it does not matter what type you use, though) in addition to the cost of Psycho-Dope.

**Mewtwo** ● 60 ● ● ● CD  
 ● Energy Control. Flip a coin. If heads, choose an Energy card attached to the defending Pokémon and move it to one of opponent's other Pokémons. ● Telekinesis. Does 30 damage to one of opponent's benched Pokémons.

**Mewtwo** ● 70 ● ● ● C  
 ● Movie  
 ● Energy Absorption. Choose up to two Energy cards from your discard pile and attach them to Mew. ● Pyburn. 40 damage.

**Pikachu** ● 40 ● ● ● Movie  
 ● Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ● Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.

## PROMO TRAINERS

### Misty's Treatment

Mini disc  
 Remove up to three damage counters attached to one of your Lapras Pokémons. This card cannot be used in a Poké mon tournament.

### Supernatural Energy Accumulation

CD  
 Discard two cards from your hand to use this card. Choose up to four Energy cards from your discard pile (but not ones you just discarded) and add them to your hand.

### The Computer Goes Haywire!

CD  
 Both players may draw up to five cards and your turn immediately ends. Your opponent draw first.

## VENDING #3 TRAINERS

### Pokémon Re-Transmission

Select an Evolution card from your discard pile and put it on top of your deck.

### Pokémon Tower

Stadium Card. Any effects from Trainer cards or Pokémon attacks or powers that allow a player to retrieve a card from their discard pile to their hand no longer have that effect.

## PROMO POKÉMON

### Arcanine

● 70 ● ● CD  
 Stage 1: Evolves from Growlithe. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

● Raging Fire. 40 damage. Does 10 more damage times the number of damage counters on Arcanine. You must discard two Fire Energy cards attached to Arcanine to use this attack.

### Cool Porygon

● 50 ● ● ● CD  
 ● Texture Magic. Change the defending Pokémon's weakness to any type other than colorless and change Cool Porygon's resistance to any type other than colorless. ● \* 30 Attack. Flip three coins. Does 20 damage times the number of heads.

### Dilett

● 50 ● ● ● Mag  
 ● Poke. 10 damage. ● Roll. 20 damage. Flip a coin. If heads, does 10 more damage.

### Dragonite

● 80 ● ● ●  
 Stage 2: Evolves from Dragonair. Pokémon Power: Special Delivery. Once during your turn, you may draw a card. If you do, choose a card from your hand and put it on top of your library. ● Supersonic Flight. 60 damage. Flip a coin.

How much are your Pokémon cards worth? Turn to page 88 and find out!

# shows, cons & tournaments

## DEAR ADVERTISERS,

If you want to list your show or tournament, contact:

**Karen Evora**  
Advertising Projects Manager  
Wizard Entertainment  
151 Wells Avenue,  
Congers NY 10920  
PH: 914.268.3907  
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Photo by Paul Schreifel

## FLORIDA

### MARCH 31-APRIL 2, ORLANDO

MEGACON 2000, Orlando Expo Center, 500 West Livingston St. THE SOUTHEAST'S PREMIERE COMIC, GAMING, ANIME AND MULTIMEDIA CONVENTION. \$15 per day admission; \$35 all three days. OVER 100 SANCTIONED GAMING TOURNAMENTS/DEMOS presented by SunQuest, Magic, TCG, Pokéman, Star Wars, dozens of roleplaying events, live action, miniatures, network computer gaming and much more. OVER 200 GUESTS, INCLUDING: Harlan Ellison, Michael Turner, George Perez, John Romita Sr., Brandon Peterson, Ron Marz, Jimmy Palmiotti, Amanda Conner, Garth Ennis, Humberto Ramos, Claudio Castellini, Ben Lai, Raymond Lai, Bob Layton... AND THIS IS JUST THE BEGINNING... WE'RE ADDING GUESTS EVERY DAY!!! 100,000 square ft. of the finest dealers, publishers and manufacturers. 24-hour anime rooms, movie previews, presentations and panels. For more info, call (813) 891-1702.

## NEW YORK

### WEEKLY IN JANUARY & FEBRUARY, NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Pathmark Shopping Center. Magic tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, Draft)

with prizes for the top three competitors. Sanctioned Type II tournaments on Monday. Call for ARENA information. We also have a complete selection of LSR, Star Wars, BattleTech and Roge, with events running Saturdays & Sundays in our dedicated gaming area. We will demo any game upon request. For further information, contact John or Klein @ (914) 624-2224.

## PENNSYLVANIA

### APRIL 28-30, MONROEVILLE

2000 PITTSBURGH COMICON, Pittsburgh Exposition, \$12/day; \$30/3 day pass. Friday 2-8 p.m., Sat. 10 a.m.-6 p.m., Sun. 10 a.m.-5 p.m. Activities include CBLDF Defender of Liberty Award Ceremony, casino night, charity auctions, CBLDF Mardi Gras party, costume contest, 24-hour horror films 24 hr anime room, "Rocky Horror Picture Show" fest, gaming tournaments—Magic, Star Wars, Pokéman, Star Trek, Babylon 5, Overpower, Middle-earth and more—guests include: George Perez, Dick Ayers, Michael Turner, Mark Waid, Apollo Smile, Matt Hawkins, Peter Woodward, Alley Baggett, Joe Jusko, Ed Beard Jr., Martin Nadel, Jerry Vanderstelt, Brian Rood, Shelley Moldoff, Billy Tucci, Matt Busch, Wizard Press, Top Cow, Decipher, Diamond Comics, Wizards of the Coast and many more. For more information, check out our website at [www.pittsburghcomicon.com](http://www.pittsburghcomicon.com), e-mail us at [pcorncorn@nb.net](mailto:pcorncorn@nb.net), mail us at Pittsburgh Comicon, 1002 Graham Ave, Windber PA 15963 or call (814) 467-4116.

## SOUTH CAROLINA

### JANUARY '00 & FEBRUARY '00, MYRTLE BEACH

THE DUELING GROUND, 4981 Hwy 707 Myrtle Beach, SC 29575. SC's Premiere Gaming Arena! Magic DCI sanctioned Magic tourney every Tuesday and Friday night @ 7:30 p.m.; type and prizes vary. On Saturdays, the tournaments vary between LSR, Star Wars, Young Jedi CCG, Deadlands and Magic. Pokéman in stock! Pokéman tourney every Sunday @ 1 p.m. We have 1,000 sq. ft. of FREE dedicated gaming space. Come see why Myrtle Beach is the hottest destination on the East Coast. Visit [www.duelingground.com](http://www.duelingground.com) for a complete schedule or call (843) 293-1406.

## VIRGINIA

### FEBRUARY 5, MCLEAN/VIENNA (WASH. D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY AND CGC SHOW. NEW LOCATION: Tysons Corner Holiday Inn, 1960 Chain Bridge Rd, McLean, VA. Directions: Take exit 11 South (Route 123) off I-495, 1/4 mile, hotel is on right. For further directions, call (703) 893-2100. 80 vendor tables: 1st table @ \$85, 2nd table @ \$80, 3rd+ @ \$75. \$2 admission; children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell, trade: Gold, Silver & new comics, independents, anime, CGC, toys, POKÉMON, Star Wars, Buffy, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeffery Roen @ (703) 912-1993 or check out <http://members.aol.com/comicshow> or e-mail [comicshow@aol.com](mailto:comicshow@aol.com).

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MAGIC NEMESIS PREVIEW

# INQUEST

gamer

#59

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ON SALE IN FEBRUARY

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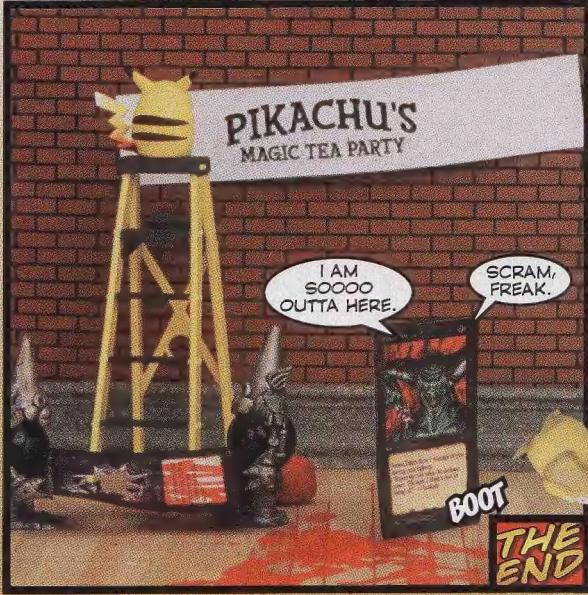
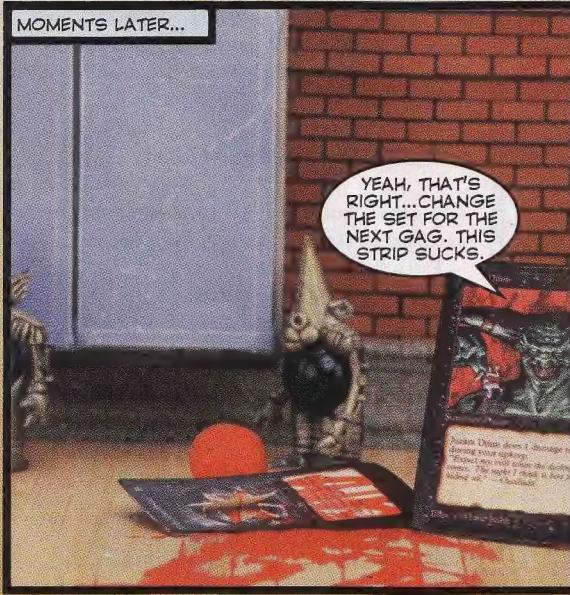
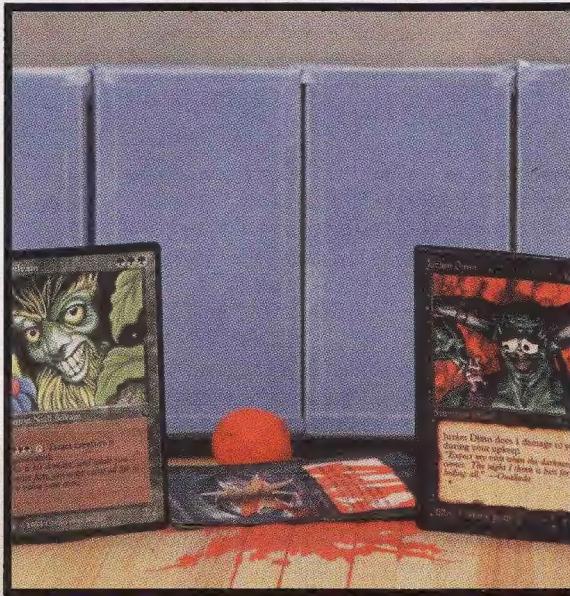
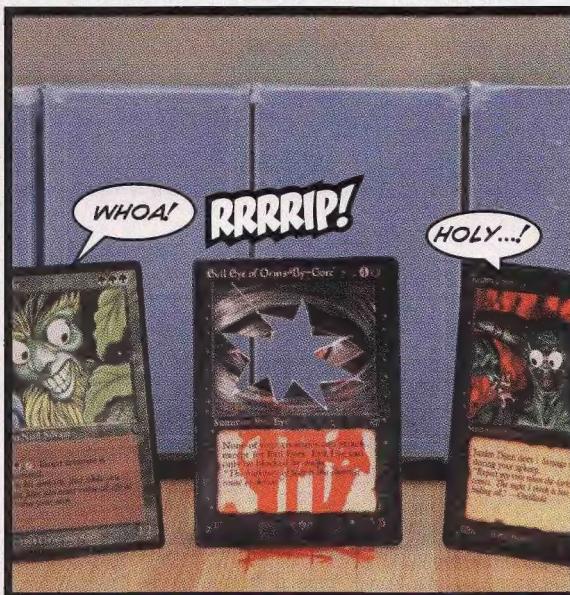
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IQ THEATER PRESENTS

# Dodge Brawl

THE MAGIC CARDS GATHER FOR A FRIENDLY GAME OF DODGE BALL...





# SwanSONG

## Girl Trouble

**T**here's something missing from gaming. Sure, we've got fame, fortune (at least on paper), the satisfaction of crushing our enemies and seeing them driven before us, but what about babes? Why aren't chicks flocking to us like they do to winners of log-chuckin' contests?

So in the name of science we walked right up to the prettiest girls we could find and asked them what we can do to pick 'em up.

Ahhhaaa, haaa, haaa, ha. Win the lottery maybe [more laughter].

—Jenny B.

Salesperson, Bra Palace

Holy smokes, where do I start? Well, what works for one woman won't work for others, so don't think there's just one thing. Like for me, I love it when guys make me laugh. Making me laugh at you doesn't count. I don't want to think you're so weird or gross that I have to laugh out of terror.

—Samantha Kobrick

Barnes & Noble Bookseller

I'm not impressed by D&D T-Shirts. Especially with drool stains on them (I hope those are drool stains). Second, do not open a

conversation with "So, do you like role-playing games?" No, I probably don't. Lastly, being passionate about the games is great but it won't get us passionate. Also, don't introduce yourself as Elric, the great troll of the west winds, when you're wearing a fake beard and a bag of dice is hanging off of your belt. You're going to be alone for awhile, Elric.

—Jann Manorino

DC Comics Direct Sales Manager

You poor bastards, I don't know if anyone can be of help here. I personally wouldn't be caught dead with people like you, but I'll try to help. Be calm and relaxed when you approach a girl you want to talk to.

—Liz Almond

CorporateVisions Sr. Account Manager

Don't try to be "cooler" than you really are. Being cool is being yourself. If a girl doesn't think being a gamer is cool, then she won't care about you. That means there's like two girls that might be interested in you, so find them before anyone else does.

—Robin Goldstein

Cosmair, Inc. Marketing Assistant

I say, just go and talk to more women. There are a lot of women out there who are able to see that there's more to you than your potentially life-consuming hobby. I don't mean me, but like, others. And maybe if there aren't any women out there for you, you might be interested in one of those "alternative" lifestyles.

—Anastasia Gentilcore

Gallery Systems, Inc. Senior Associate

Look, I've been near gamers. By accident really. What you need to understand is personal hygiene is important.

—Amy Barisukov

Advertising Media Planner, MediaVest

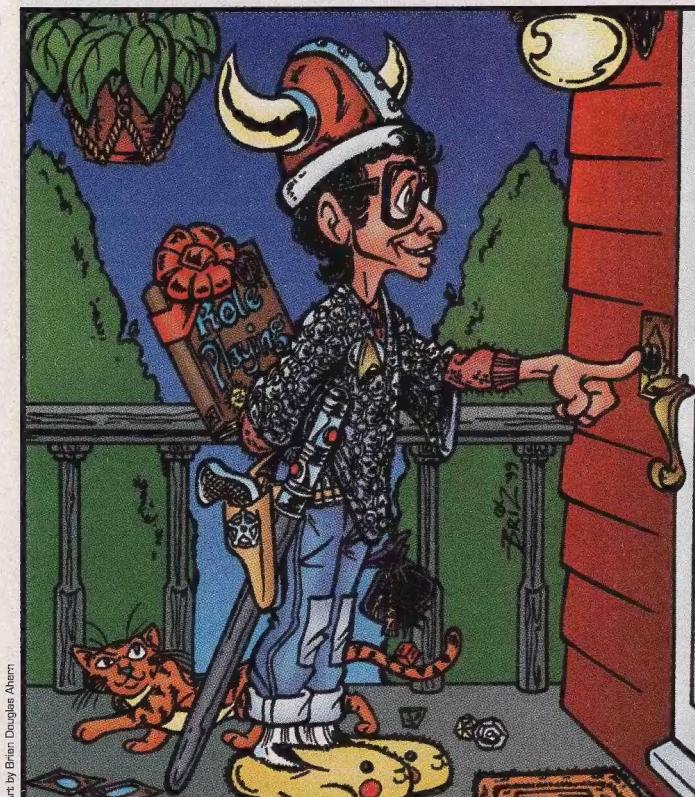
Get some more sun, it does wonders for the complexion. Maybe try to play *Magic* outside!

—Karen Quilintang

Imagine Media Advertising Director

*The IQ Gamer staff learned one thing from this: The sugar and spice theory is a bunch of crap.*

**GIRLS JUST WANNA MAKE FUN** That's all we learned from this month's science field trip.



Art by Brian Douglas Aborn